Dispel Confusion

A Compilation of Articles from Issues 1-32 of Polyhedron®

DISPEL CONFUSION

by The Game Wizards

The complexities of any elaborate game system are a challenge to players and game designers alike. Situations often arise in play that are not clearly defined by the rules, and game masters must interpret as best they can. The *AD&D*™ system is no exception, but maybe we can do something about it.

We have consulted the Game Wizards for the answers to a few of the most commonly asked questions about the *AD&D* system. The key individuals in these replies are Lawrence Schick, senior designer at TSR Games and author of the *AD&D Dungeon Module S2 White Plume Mountain*. Dave Cook, TSR Designer and author of *AD&D Dungeon Module A1, Slave Pits of the Undercity*, and Harold Johnson, Supervisor of Design for TSR and co-author of *AD&D Dungeon Module C1: Hidden Shrine of Tamoachan*. These are only examples of the many projects each of them has been involved with; we feel that they are eminently qualified for giving official answers to our questions.

Yes, indeed, these are the Official Answers, and may be used and quoted as extensively as the rules in the hardback *AD&D* books.

Please send all questions about rules for TSR's role playing games to *AD&D* questions (or whichever game you wish), care of this newsletter.

Q. What is the relationship between *INTELLIGENCE TABLE II* (Chance to Know Spells) in the *Players Handbook* and the *ACQUISITION OF MAGIC-USER SPELLS* section in the *Dungeon Masters Guide*? Aren't these contradictory?

A. Not at all — each has a different purpose. Here's how the system works: a new 1st level magic-user receives a Spell Book containing 4 spells (as per the *ACQUISITION* section). As the magic-user adventures, he/she will probably have the opportunity to gain more spells to copy into his/her Spell Book, either from scrolls or other mages' Books. As he/she comes across each heretofore-unseen spell, the magic-user must make a percentage dice roll to see if he/she can ever understand that spell to memorize it (using *INTELLIGENCE TABLE II*). If he/she fails, he's out of luck on that particular spell. The *Maximum Number of Spells/Level* column shows how many spells of each spell level a magic-user can possibly understand with his or her intelligence score. The *Minimum Number* column shows the least number he/she can understand. If, through bad luck, a magic-user rolls below the number needed for comprehension on so many spells that he/she can understand less than the minimum indicated, he/she should reroll for the failed spells until the minimum is achieved for that spell level. Conversely, if more than the maximum are understood, the excess (at the player's choice) must be dropped.

— LJS

Q. What does the armor class and damage for humanoid monsters mean? Is this the armor class of that creature regardless of armor worn (or not)? Is the damage listed done by the creature when it fights without weapons?

A. The armor class listed for humanoids is the typical type of armor worn by that monster. It is possible for that creature to have a better armor class when wearing better types of armor or a worse armor class when wearing types of armor that give less protection. Humanoids without armor will probably have an armor class in the area of 10 to 8; the final decision is left to the DM, and he or she may use whatever is desired. The damage listed for humanoid monsters is the average amount of damage that creature will do if the DM does not want to figure the weapon carried by each creature. The damage listed is **not** done by such creatures when unarmed, unless they are armed with some type of natural weapons (claws, fangs, etc.). This applies to goblins, kobolds, hobgoblins, orcs, bugbears, dwarves, elves, gnolls, gnomes, halflings, and troglodytes.

— DC

Q. Can paladins become Lycanthropes? Are they immune to *all* disease?

A. Paladins are indeed immune to all forms of disease. Unfortunately for them, Lycanthropy is as much a curse as it is a disease. The *DMG* uses an example of a paladin contracting lycanthropy and also mentions *cure disease* and *remove curse* as ways of eliminating it.

— HJ

Q. There seem to be contradictions between what is stated in the *DMG* and the *Players Handbook* concerning the weight of magical armor. Which is correct?

A. Magical armor weighs half normal armor weight, but for game purposes it has no encumbrance. Therefore, when determining the amount of weight which can be carried, the magical armor's weight must be subtracted from the total. However, it is not a factor when determining rate of movement. Magical armored characters will have the base movement speed of an unarmored man which is then adjusted by the encumbrance of gear and treasure excluding magical armor worn.

— HJ

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by The Game Wizards

This column will contain OFFICIAL answers to your AD&D rules questions. Experts from TSR Hobbies, Inc. are consulted, providing the answers to questions from YOU. In the last issue, we dealt with some very general questions; this time, we're a lot more specific.

Ever wonder how long paralysis lasts? Or whether Strength bonuses apply to certain missiles? The answers to these and other questions have been provided by the Grand Master of Dragons himself: E. Gary Gygax.

That's right, these answers are from Gary. So get out your pens and note the details right in your books; or clip this page (as well as the other DISPEL CONFUSION columns) and keep them with your other AD&D materials.

Please send all questions about rules for ANY of TSR's role playing games to DISPEL CONFUSION, care of this newsletter.

Q: Do Strength bonuses apply when using vorpal or sharpness swords? The DMG seems to suggest that they don't.

A: NO, they do not, for purposes of determining the special effects of each. The magic which gives them their special powers cannot be affected by strength or magical bonuses, other than that contained in the sword itself. HOWEVER, if the roll is low enough NOT to trigger the special function, then all other bonuses are added to determine "to hit" and damage.

Q: Would an Amulet of Life Protection guard against "The Void" in a Deck of Many Things?

A: NO. The power of the Deck far exceeds that of the Amulet. The Void would do two things: Place the psyche into the Amulet normally, and then place the Amulet on "a far planet or plane" (as per DMG).

Q: How long does (or should) paralysis caused by a carrion crawler last? And what, if any, are the effects of multiple hits by this creature?

A: Paralysis from creatures lasts as long as paralysis from a wand: 5d4 (5-20) rounds (DMG page 136). Multiple hits from a carrion crawler (or any other paralyzing creature) forces multiple saving throws on the part of the victim; when any one is failed, the other hits have no further effect on the paralysis (damages still apply if given, such as by a ghoul or ghast).

Q: Can a creature with a gaze weapon attack more than one target per round? Is it possible to use both the gaze weapon and natural or melee weapons in the same round?

A: A gaze weapon will only affect one victim per round, but this attack form is in addition to any other attacks given; a basilisk, for example, can gaze and then bite in the same round.

Q: If a character using a weapon requiring 3' (or more) of space is standing next to other characters using weapons requiring the same amount of space, how many may occupy a 10' wide hallway and still attack at no penalty?

A: Only two. Remember that human-sized characters occupy about 3' of space themselves, plus the given amounts of space for using the weapons.

Q: In TSR's D&D module B2, several monsters are equipped with Amulets of Protection from Good, which cause them to be treated as Undead of the next higher type. Would the reverse of the first level clerical spell Protection From Evil enable Undead to perform in a similar manner?

A: The Amulets in question are magic items, created by a difficult and expensive process. The spell would NOT have the same effect, and wearing more than one Amulet will have the same effect as wearing more than one Ring of Protection (only one will apply).

Q: Can something which may only be struck by silver or +1 or better weapons be affected by non-magical area affects, such as fire, gas, acid, and the like? Furthermore, would a magical attack without "plusses" (such as Fireball, Lightning Bolt, or Stinking Cloud) affect such a creature? Are they immune to gaze attacks?

A: Read the description literally; they are affected by those WEAPONS only, but the restriction does not apply to other attack forms. Unless specified otherwise, the other attack forms will do normal damage. Magical attacks will affect the victim normally, including gaze weapons.

Q: Do Strength bonuses apply to hand-hurled missiles? And are the Strength bonuses cumulative with Dexterity bonuses to hit?

A: The bonuses do apply, at any range, and are cumulative.

DISPEL CONFUSION

by The Game Wizards

These are all official answers, as usual, except for the first one, about caltrops. You can use the details given there, but the procedure may be modified by TSR at a later date.

Q: What is a caltrop, and how do you handle them? Don't tell me they don't exist in the AD&D system; I've seen them in the DMG (pg. 216, Appendix G: Traps).
A: A caltrop behaves like a four-sided die, as it always lands with one point up, but it looks like a big four-pointed jack. Ever play jacks?

Caltrops were used effectively as an anti-cavalry defense in the middle ages. Each point is sharpened, causing 1 point of damage when stepped on. Many are needed to be effective — about 1 per 2-3 square feet (so you need 35-50 of them to cover one 10' square area), and should cost about 1gp each or less. Creatures stepping on them will act according to their intelligence; movement is slowed to normal at best, instead of charging. Be advised: TSR may be explaining caltrops officially, with all the other weapons used in fantasy combat, in a forthcoming work. *(You heard it here first, folks!)*

Q: I was visiting a friend and got into one of his AD&D games. We met a group of three gargoyles at an intersection, but we weren't allowed to swing at them until they took over 40 swings at us! The DM said we were surprised. I've never been *that* surprised. Is this a variant?
A: No, but it sounds like you were *badly* surprised. If you check the DMG (pg. 62, column 1), you'll find that each surprise segment is treated as a whole round for attacks, and 12 attacks per segment is the rule in this case (3 gargoyles times 4 attacks each). If you rolled a 1 and the DM a 6, they would have had 5 surprise segments and could have gotten in a total of 60 attacks — assuming that they didn't have to spend any segments moving in.

Players, don't despair; you can take measures to prevent surprise, such as describing who's looking where and when, having a ranger or monk along, and so forth. The DM should adjust surprise rolls according to terrain and specific actions, so you can avoid being surprised most of the time. But it *can* get nasty with bad rolls, and you can't be super-alert *all* the time.

Q: Since Good characters usually don't attack other Good characters, will Evil characters usually not attack other Evils?
A: A bit of clarification: Law/Chaos describes behavior, while Good/Evil has to do with motivation. A Good character usually doesn't hurt others unless necessary; an Evil one often does. Lawful Evils usually don't attack each other (unless a power struggle is going on, or something along that line), but who can tell what a Chaotic will do?

Q: Can a human bard switch to another class?
A: No. A human fighter who wants to branch out may become a dual-class character as described in the rules (PHB, pg.33), OR a bard — effectively a triple-class character — by following the progression described in PHB, Appendix II. When the fighter becomes a thief, the procedure is the same as if he were just becoming a dual-class fighter thief. However, he has the final option of continuing by entering a bard college after enough experience as a thief; if he flunks the exams (or whatever), he's stuck as a thief who used to be a fighter. Entering college is the ONLY way he can add another class (Bard), and upon doing so, he's fully committed.

This type of logic generates another problem: how can a half-elf potential bard become "dual class" in the first place? Well, it works, so, looking at it this way, potential bards are the only exception to the dual-class rules. But the half-elf MUST continue all the way once this has begun.

While we're on the subject, have you ever thought of developing Bard Colleges with parallels to our real ones? Classes, fraternities (and frat parties), mascots, sports, the library, the absent-minded professor, the campus itself . . . why, there are whole scenarios here, just waiting to be written.

Q. During melee, should psionic combat be resolved before physical attacks, or during it? If during, how do you tell when the weapons hit?
A: Psionics are not deadly nor overly complicated, but the DM must watch melee a little closer than normal. Characters can get a maximum of 10 psi attacks per round, 1 per segment; but "the creatures involved can engage in no other activity" (PHB, pg. 116). Interruptions during psi combat prevent psi attacks, but defenses are allowed. A demon, for example, could keep up a psionic defense while engaging in hand-to-hand combat, but could not perform any of its "At Will" spell-like abilities while doing so; it must drop its psionic defenses to use its special abilities.

Weapon speed factors, modified by the initiative rolls, determine the exact point in the round at which the attack occurs, and casting times determine spell effects in the same way. It is possible for a creature to psionically attack and defend at the beginning of a round, and then switch to psionic defense while attacking physically in that same round — with a delay (loss of initiative) equal to the number of segments spent psionically attacking.

Q: Does level draining by undead apply to psionic levels of mastery?
A: Yes, indeed; level drain applies to *all* benefits gained by levels of experience, which is the basis for determing levels of mastery of psionic disciplines.

DISPEL CONFUSION

Q: Woe is me, I blew my "chance to know" roll for magic missile. How can my magic-user (human female) get this great spell?
A: It happens to the best of us. If your character can find a scroll of it, and if she knows the *write* spell, she can study and cast it without understanding it fully. Or, you can wait a few years, using the Age Categories (DMG pg. 13), when Intelligence changes due to aging, you can recheck the chance to know. Of course, high-power magic *(wishes*, tomes, etc.) can also change Intelligence. Good luck!

Q: Why won't *dispel illusion* affect a magic-user's Illusion/Phantasm spell effects other than *phantasmal force? Please* don't start talking about "game balance" again!
A: Okay. In game logic, magic-users and illusionists draw magical energies from different sources, or of different types. They can rarely affect each other's magics, with the exceptions as noted. That good enough for you?

Q: Do holy water splashes or holy symbols have any affect on lycanthropes?
A: Sorry. Note that only 2 of the known were-creatures are evil. None of them have direct or implied connections to the Negative Material Plane — that connection being the reasoning behind the effects of holy items.

Q: If a *wall of force* is cast down a corridor, waist-high, at a group of approaching orcs, what will happen? Will they be sliced in half?
A: No. "Wall" spells are designed for specified purposes, included in their descriptions. Some give damages; some do not, and should *NOT* be modified to do so. Specifically, *wall of fire* and *wall of ice* mention damage, but *wall of force* and *wall of stone* do not. Note that *wall of iron* does mention that "it will fall and crush any creature beneath it," but this is (obviously) vague; the DM should apply good sense to any unusual circumstances. One of these days someone will calculate the force involved, and deduct the damage done by a falling wall of iron *(anyone out there feel ambitious?).*

As to the results of the situation given in the question, the orcs will be displaced (no saving throw); either shoved back, or down, or even up, wherever there is room for them. If they can only be moved into solid matter, then the wall will be displaced; in *NO* case will they take any damage from the wall or the displacement process.

Gary commented that the orcs would then probably use the horizontal wall of force as a path, and run up and beat the tar out of the magic-user.

Q: The *enlarge* spell states that, when reversed, it will "make creatures or objects smaller in the same ratios...." So if my 5th level M-U casts this on a troll, and it fails its saving throw, it shrinks 100% —and disappears! Where have I gone wrong?

A: In the math. The key word is *ratio*. When that level M-U casts the *enlarge* version, the creature ends up twice the normal size; a 2:1 ratio, comparing the result to the original. The *shrink* version gives the opposite result, a 1:2 ratio — or in other words, down to *half* the original size. The spell states that there's a maximum of 200% enlargement. In other words, a 6' creature can add 12' maxium, to end up 18' tall, or (18 divided by 6) a 3:1 ratio; therefore, the smallest possible *shrink* effect is 1:3, or one-third the original size.

It's only a first level spell.

Q: Does dragon breath do damage equal to the dragon's *current* hit points, or its *original* (undamaged) hit points?

A: In the AD&D system, dragon breath damage is always equal to the dragon's original hit points — even if it's currently down to 1 hp. In the D&D BASIC Set, it's the other way around; the current hit points determine the damage done.

Q: How much does a saddlebag hold? Or a backpack?

A: According to the AD&D Player Character Record Sheets booklet, a Small Pouch or Purse holds 25gp, volume 1/4 cubic foot; large pouch 50gp, 1/2 cubic foot; small sack *or tied shirt* 100gp or 1 cubic foot; backpack 300gp or 3 cubic feet; and large sack, 400gp or 4 cubic feet.

If you've never tried this product, check it out; it's very helpful. So are the ROGUES GALLERY (with lots of pre-rolled characters, *plus* descriptions of famous ones like Tenser, Mordenkainen, and so forth) and the DM's ADVENTURE LOG (for keeping track of adventures, parties, etc.)

Q: How do you handle it when a character meets a duplicate of himself? If the DM is running a character when the fight is over, the other players know what happened, even if their characters supposedly don't.

A: We recommend that when such a fight starts, the DM should stop play for a moment and talk privately with the players involved. They should be told that whatever the outcome, they will continue to play the character. The DM passes a note at the end of the battle, *regardless of the outcome*, telling the player what he or she really is. This keeps everyone else guessing, and can work quite nicely if the player will go along with the game.

by The Game Wizards

Q: Can thieves wear studded leather armor?
A: NO, they can't. It makes them noisy, reflects more light than nice, dark leather, and just isn't done. And it's against Guild rules. You DON'T disobey the Guild if you want further training, value your life, and other minor details like that.

Q: Actual legends of dragons usually mention "the weak spot in the armor." Why isn't this in the game?
A: The AD&D™ game system does not allow for hit location, as it gets very detailed and slows the game considerably. Look through the Notes For the Dungeon Master article in this issue for more discussion of realism.

Q: Can a monk wear bracers of defense? Would they affect his armor class?
A: Technically, yes to both, but note that dexterity will not cause further adjustments.

However, consider the intent behind the creation of the class. These monks rely on their discipline totally, which in turn allows them to gain all those great abilities. (*Speak with animals* is very useful in controlling horses, for example.) I tell players of monks that the character wouldn't WANT to use bracers; it's contrary to the Monk Philosophy, putting faith in gadgets rather than self-control. Sure, it's technically allowed — but they won't WANT to. (The player might, but the character won't!)

Q: When a potential Bard switches from Fighter to Thief, does he still have the weapons of, and attack as, a Fighter?
A: NO. The whole purpose of learning the thiefly skills is to learn that there's more to life than beating things up —he's got to learn humility, and learn to sneak around. The character (and player) should make a serious attempt to stay in the background as a support person. Saving throws and hit points will stay the same, and those are based on the experience of the character, but weapons used, "to hit" scores, and so forth should be run as a thief.

Q: The biggest, nastiest creatures in the Monster Manual have hit points, not hit dice. How do you figure their saving throws, "to hit" rolls needed, level of spell casting ability, and so forth?
A: Divide the hit point by 4.5 (the average of 1d8) to determine their hit dice. This is then used to find all the details you need.

Your AD&D™ game questions will receive Official Answers through this column. Send questions to "Dispel Confusion" c/o RPGA™ Network HQ.

Q: What good is the D&D® "Expert Set", and how does it fit into the game system?
A: "Expert" is the second in the D&D Basic series, and is NOT part of the AD&D™ system. It does give many tips for wilderness and campaign play, along with map symbols and other details helpful with both systems.

Q: In the DUNGEONS & DRAGONS® ENDLESS QUEST™ book "Pillars of Pentegarn," the party is attacked by a dragon skeleton. In the Players Handbook, it says that only humans can be animated. What's correct?
A: All of the new ENDLESS QUEST™ books from TSR are based on the DUNGEONS & DRAGONS® game system, which is different from the AD&D™ game procedures. In AD&D games, humanoid skeletons are the limit, but that includes giants (needing high level clerics).

If you haven't gotten these books, check them out. They're exciting adventures, with lively characters and story lines plus excellent art all the way around. The reader makes decisions along the way, determining the results of most encounters — just like in D&D games.

Q: At what level of magic use does a ranger cast druidic and magic-user spells? This affects range, duration, and damage all the time.
A: This has been long debated among the Game Wizards, and a decision has been reached. When a ranger reaches 8th level, he or she then starts using druid spells; the number and level of spells are given in a chart in the ranger class description, and they do NOT get any bonuses due to wisdom. Their casting level is ONE at that point, and additional levels increase the casting level.

Thus, the "druid level" of the ranger is always his or her level minus 7.

Magic use takes a lot of practice, and there's no reason why a 9th level ranger, a novice at the craft, should be able to dump off 5 magic missiles the first time it's tried. The ranger must find a tutor, get a spell book, and study spells as a normal magic-user would (we recommend that the DM allow the ranger to find a tutor easily). The level of magic use is always equal to the ranger's level minus eight.

Starting spell books and other details are all handled normally for the ranger who reaches 9th level and gains the ability to use magic-user spells.

Q: I still don't understand what to do about magic armor, armor — weight, encumbrance, and so forth.
A: If you had to carry around a 5' cube of styrofoam, it would be *very* bulky (high encumbrance) but not heavy (little weight). Magic armor is bulky, and has encumbrance equal to half normal, but for actual weight, it only loads you down as much as normal clothing. This is *NOT* apparent until the armor is worn, magical armor found somewhere will weigh as much as non-magical armor until someone puts it on.

Q: My 1/2 elf cleric/magic-user has invented a long-range curing spell, which is exactly the same as a *magic missile* except that it cures instead of damaging. What do you think of this, and what level should the spell be?
A: Our opinion matches Gary's, here: a ranged *cure* is too powerful. *ALL* the cure spells are by touch, and relate back to the mythological "laying on hands" attributed to folklore curing of all types. Sorry, but note that the cleric may wear ANY type of armor, and may get into the fighting while staying protected. You're getting into game balance here, too. This could have extensive long-range effects, and would need lots of playtesting before addition to a campaign.

Your AD&D™ game questions will receive Official Answers in this column. Send questions to "Dispel Confusion," POB 509, Lake Geneva, WI 53147

by Frank Mentzer

Q: What happens if you *haste* someone who's already *hasted*?
A: Nothing. As it states in the spell description, "affected creatures function at double their normal movement and attack rates." That's double normal, not double their current movement and attack rates.

Note that the *slow* spell is phrased differently, and applies to the current situation; thus, a *slowed* gargoyle would attack twice per round, but only once if double-*slowed*. But the most you can *haste* it up to is double attacks, i.e. 8 per round.

Q: During a long wilderness adventure, my 1st level Bard accumulated 20,000 experience points. Can he spend a long time in college and leave as a 5th level Bard?
A: Of course not. The DMG (pg. 86) clearly states that you can't. You actually acquired 4,000 XP, not 20,000; those in excess of 4,000 (the maximum for 2nd level) are ignored. Sorry!

Q: How do you combine a fighter's multiple attacks per round with a weapon that gets more than one attack per round?
A: You don't! Only missile weapons have multiple attacks, and the "Attacks per Round" table (PH pg. 25) says "With any thrusting or striking weapon" — not missile weapons.

Note that the rule at the bottom of the same page, referring to the "one attack per level" rule for fighting creatures with less than one Hit Die, replaces the 3/2 or 2/1 attack rule; they do not combine to give 1 1/2 or 2 attacks per level.

Special cases may arise if the relative speed factors allow a weapon to be used more than the given rate (DMG pg. 66); again, this multiple-strike rule supercedes the others.

Q: Is "Sage Advice" in DRAGON™ magazine Official?
A: At this point, no. It gives good guidelines to solving some problems, but does not contain Official Answers to your questions; this column is the only Official source. (Another good reason for being an RPGA™ Network member.)

Q: When a character has one ability score low enough to be "forced" into a class, what happens if the character's other scores are not high enough to qualify for that class?
A: The character must be discarded, and another one rolled up. For example, a character with a 5 Strength and an 8 Intelligence "can only be a magic-user" (PH pg. 9), but a magic-user "must have an intelligence of no less than 9" (pg. 25). He doesn't, so he can't be anything but an NPC wimp.

Though this is rare, it can happen, especially using the original "3 dice 6 times" method for character generation in D&D® games — which, please note, is not part of the AD&D system! We recommend Method #1 given in the DMG (pg. 11) though all of the four given therein are quite acceptable. *Don't mix the game systems. They are different games.*

Q: My 18th level Paladin just went through module Q-1. Where should he go now?
A: First of all, one *unholy word* from Lolth could have blown your Paladin right off the plane. But as to your question, you'd better talk with your DM, and see if you should retire the character for the sake of the campaign. A skilled DM with spare time (a tough combination to find) may create some adventures for very high level characters, but they are few and far between, and usually involve world-shaking or other-planar disasters, quests, and so forth.

Your AD&D™, TOP SECRET® and GAMMA WORLD™ game questions will receive answers in this column. Send questions to "Dispel Confusion," Editor, POLYHEDRON™ Newszine.

DISPEL CONFUSION

by Frank Mentzer, Merle Rasmussen and Jim Ward

Advanced Dungeons & Dragons®

Fantasy Role Playing Game

Q: Your "all or nothing" system for poison is unrealistic and overly deadly. Why don't you use some other system?

A: The DMG offers an optional system (pg. 20) with poisons classified as ingestive or insinuative (the former applicable to potions and food, the latter to traps), and further subdivided by onset time, damage, and so forth. It's for "purchased poisons," but there's no ill effect if applied generally.

Q: What effect does a neutral (instead of good or evil) cleric have when trying to Turn Undead?

A: First of all, a "neutral cleric" could be Lawful Neutral, Chaotic Neutral, or Neutral-only. A Neutral-only cleric is called a druid, and cannot affect Undead. The verdict on the other two is undecided, as yet, and could end up either of two ways, the first giving the choice to the cleric — that is, whether a "good cleric" or "evil cleric" effect is desired. The second possibility involves the cleric's whole alignment. Lawful Neutrals would affect Chaotic Undead as if good clerics, and Lawful Undead as if evil. The reverse would apply to Chaotic clerics.

Q: If my druid throws darts at a monster, hits, and then casts a *heat metal* on the darts, how much damage will the monster take?

A: No intelligent creature would leave darts, arrows, and the like sticking in its hide; removal of such objects is assumed in the course of the round (as are feints, minor movement, and so forth). Most creatures, intelligent or not, would at least try to remove them, though some may find it difficult or impossible. When the dart is definitely still there — a ruling for the DM to make — the heating does 1 point per "hot" dart, 2 per "searing," up to the maxima given in the spell description (4 and 8, respectively).

TOP SECRET®

Espionage Game

TSQ: Do all agents have a license to kill?

TSA: This is a local administrator's decision. I strongly suggest that only agents working under the Assassination Bureau be given such license. Confiscators and Investigators need not kill except in self-defense.

TSQ: What happens when the second and third shots following a tracer are tracers themselves?

TSA: The second tracer fired gets a 10 to hit, the third, a 10 to hit; the fourth bullet fired, a 10 to hit; the fifth bullet fired, a 5 to hit unless the fourth bullet was a also tracer. In that case, the fifth bullet would get a 10 to hit. The only catch to loading a weapon with only tracers is that they serve to indicate the position of the weapon firing them.

TSQ: My character was shot in the right arm; internal damages resulted in the loss of use of the arm. What about an artificial limb, or bionics? Also, if an agent has lost a percent off of a trait permanently, can he gain it back through experience points?

TSA: Unfortunately, the rules on artificial limbs and bionics were edited from the TOP SECRET manuscript and are not currently available to the public. Your local Administrator's discretion is advised in allowing bionics. I would allow artificial limbs to be used.

Permanent losses can be regained by applying experience points to improve the character trait. See: *Improvement of Character Abilities.*

The TOP SECRET Technical class has only been released in parts in issues of DRAGON™ Magazine and are not yet available elsewhere. Technicians work with and operate equipment on secret missions. They need not be fourth level for special equipment.

GAMMA WORLD™

Science Fantasy Game

GWQ: How do I start player characters?

GWA: This is the single most asked question that comes over my desk.

Let me first say that it is handled in the revision that will hopefully be out by June of this year.

In my game, all players start out with primitive equipment — variations on things that I imagine American Plains Indians would have commonly had: bows, spears, horses (mutated, of course), tents, pottery, skin backpacks and the like. I do not deal in Domars or currency. They begin in a bartering society, a "I will trade two old horses for a new bow and tent" type of culture.

In games with higher orders of technology, give the players enough equipment to allow them to survive for three weeks in the area that you have created. Don't give them Domars or the common trading currency — they should earn it.

GWQ: Are robots, androids, and cyborgs influenced by mutations?

GWA: The nature of a robot or an android is such that direct mental or physical mutational attack on their systems is impossible by mutants. They don't have minds to be controlled and their wires and circuits cannot be frozen from the inside by cryokinesis.

On the other hand, attacks that influence the environment around the robot or android will work. If a mutant burns the grass under the enemy, the fire will damage that foe.

Cyborgs all have brains, and these can be influenced by all the attacks that would work on flesh and blood enemies. If *Mental Blast* is used, the brain is attacked. I use 12 across the board for nonplayer character enemies in their catagories like Constitution, etc. Similarly, *life leech* attacks, etc. will effect the brain of the cyborg just like it would another mutant type.

Dispel Confusion

Advanced Dungeons & Dragons®

Fantasy Role Playing Game

Q: Will water-affecting spells (e.g. *Lower Water*) affect water in other than liquid form — like fog or ice?
A: No. Only the liquid form is implied by the word "water"; the other forms are not affected.

Q: Some classes have minimum Ability Scores; for a Paladin, for example, these are given for five out of six scores! What happens when a score drops below that minimum, as often happens to Constitution after a few deaths?
A: Nothing changes. The minima apply only to the creation of the character.

Q: In module S2, there are two intelligent weapons that aren't swords. Could (or should) every magic weapon have a chance at intelligence?
A: Not necessarily; it's up to the DM. Intelligent weapons can be fun, but they can also be a hassle. If intelligence is permitted, the frequency should be less than for swords. On the chart (DMG p. 166), a sword is intelligent 25% of the time; the DM might decide, for example, that intelligence is partially a function of size, and apply that 25% to all magic weapons of 3½' length or greater, with less chances for shorter weapons. Or perhaps the degree of enchantment (more "plusses") has some effect. There are no specific rules, so feel free to improvise.

Q: When is the D&D™ Companion set coming out?
A: Probably in 1984. I'm rewriting the Basic and Expert sets now, and Companion will be next. Hey! Stop groaning about "another D&D game revision"; this one should last a good while. The new Basic set is designed for solo play while you get the hang of the game, shifting to group play thereafter. It will be out sometime in 1984.
Q: Do creatures with "spell-like powers" need to cast the "powers" like spells? Can you interrupt them, like with spell-casters, and ruin the effects?
A: Spell-like powers are not spells, and do not need to be "cast." They can be produced in total silence, for example, and in 1 segment of concentration. Thus, they can only be interrupted if a blow connects during that same segment — and if the creature sees a swing coming, it can easily delay a bit to avoid interruption.

Q: If a party sees a monster with a gaze attack (catoblepas, medusa, umber hulk) all at once, how many must save vs. the effects?
A: Only one, determined by position or at random. A gaze weapon can only affect one creature per round. Note that with surprise, each surprise segment is treated as a round for certain attacks — and gaze should be included as one of them.

This is why a Gorgon is so nasty; its petrifying breath is an area effect, and can wipe out whole parties in one blow.

BOOT HILL™

Wild West Adventure Game

BHQ: Is a character dead when his Strength drops to zero?
BHA: A character whose Strength has been dropped to zero or less by wounds (not brawling) has lapsed into unconsciousness or coma and is on the brink of death. If a doctor with proper medical facilities (bed, table, surgical equipment, etc.) cannot attend to the character within one hour of when he dropped to zero, the character will die. Most of the time, then, dropping to zero or below is fatal. If the character is an outlaw wounded in a bank robbery, medical attention was notoriously slow in coming; why waste time on someone that was going to be hung anyway? A marshal or sheriff, however, could expect prompt attention; the referee should then decide upon a percentage chance that the character will be completely healed based on severity of the wound, the time delay until treatment, skill of the doctor, etc. An unsuccessful die roll could mean a paralyzed hand, a permanent limp, or death (at the referee's discretion).

DAWN PATROL™

WW I Aerial Combat Game

DPQ: Can a pilot or observer fire a long burst if there are less than 4 ammo points left in the gun?
DPA: Yes. This is often done to prevent a jam from reducing the effect of firing the last few bullets from a gun. It should be noted that the hits scored are still determined normally on the proper table for either an interrupted or short burst. However, if a jam occurs, none of the hits are lost (as they would be normally for an interrupted or short burst), but the jam is a long jam. The gun also will heat up as if a long burst were fired. In essence, a long burst is being fired but with fewer bullets (hence the effect of using the normal tables corresponding to the number of ammo points expended).

DPQ: The rules state that only 3/4 of the normal hits are scored when one of two guns jams on an interrupted burst. How do you round off fractions?
DPA: Round off in favor of the attacker. Here is a listing of the reduced effects: 10 to 8, 9 to 7, 8 to 6, 7 to 5, 6 to 5, 5 to 4, 4 to 3, 3 to 2, 2 to 2, 1 to 1.

GAMMA WORLD®

Science Fantasy Game

GWQ: Is there a quick way to determine the Character Abilities of NPC's?
GWA: The game rewrite, which is coming out around June, will list each creature's abilities. I always give NPC's 12 in all of their abilities if these are not given in the creature lists.

GWQ: How do you destroy vehicles when they do not have armor class or hit points listed?
GWA: This is an obvious oversight that has been corrected in the revised edition. For now, arbitrarily assign hit points and armor classes to each vehicle. If a vehicle loses 50% of its hit points, it ceases to function and must be repaired.

GWQ: What do Serfs look like?
GWA: Grenadier Models, Inc. makes most of the creatures found in the GW rules booklet. The Serf figure is especially nice because it uses a huge ax — perfect for a creature with great strength. I always use them when I am running GAMMA WORLD game adventures.

GWQ: Does a force shield which takes over its hit point limit collapse and, if so, is it broken for good?
GWA: Technologically generated force fields regenerate themselves every melee turn. The force field will be maintained as long as the suit which generates the force field holds up. Further, the rules state that only one mutational force field can be created in a 24 hour period.

GWQ: If players can be mutated plants or animals can they be Yexils or Podogs?
GWA: A very good way for players to learn the game is for them to be creatures from the rules book. Players can have a lot of fun trying to cope with the restrictions that an Obb or an Ark character will place on them.

Gangbusters™

1920's Role Playing Adventure Game

GBQ: How does a player character acquire cronies?
GBA: Cronies are covered on page 49 of the GANGBUSTERS game rulebook. The rules leave the question of how cronies come into play up to the game judge. In my own campaigns, I always tell the players how many cronies they may have as soon as they roll up their characters. I recommend, however, that actual creation of cronies be postponed until they are needed in the course of play. This does two things: it gives low level players a little extra help when they most need it, and it helps me build the NPC's needed for the campaign.

When a player decides to build a cronie for a character, I quickly roll one up and let the player decide (with my guidance) the background of the cronie. It is important to remember that cronies can never begin the game at a higher level than the player character! Thus, a first level reporter who would like to have a good friend in the police department can roll up a police cronie, but that cronie will be a Rookie beat cop.

Notice that the cronie system takes a lot of work off of the game judge's shoulders. In a campaign with only eight players, with an average Presence score of 6, there will eventually be 48 cronies. That's 48 NPC's that the player will be keeping track of, not the judge!

GBQ: What happens when two criminal syndicates are running a numbers racket in the same block?
GBA: Probably a gang war! If two syndicates are trying to run numbers in the same territory, neither will make any profits at all. The two syndicate bosses will have to decide which of them will control the territory.

STAR FRONTIERS™

Science Fiction Role Playing Game

SFQ: I read through the rulebook and was surprised to see that there was nothing said about spaceships. Why were they left out? Can characters travel in space? Can they own spaceships? Will you be giving rules for spaceships soon?
SFA: When we started to write the rules for the STAR FRONTIERS game, we knew that there was a limited amount of room in the book. We felt it was better to focus on characters, combat, and adventures that take place on a planet in the rulebook instead of trying to cram everything in.

Characters can travel in space, although they are limited to commercial spacelines in the STAR FRONTIERS rulebook now. Eventually, they will be able to design and have their own spaceships. Work has just been finished on a complete boxed set that will be a game in itself. This set will cover spaceship combat design, and role playing in space. Part of if is a game that can be played without the STAR FRONTIERS game rules and the other part shows how STAR FRONTIERS game characters can use the same rules for role playing adventures. This set will be available in 1983.

SFQ: Can a Dralasite move if it is only a big, round ball with no arms or legs?
SFA: Yes, but it could go no faster than its walking speed. Also, it would be in trouble in combat since it would not be able to hold or fire any weapons.

TOP SECRET®

Espionage Role Playing Game

TSQ: In the TOP SECRET Rulebook 2nd Edition, are the correct prices for many of the Other Weapon Types on the WEAPONS CHART or on the pricelist under EQUIPPING THE CHARACTER?
TSA: The correct prices for Other Weapon Types are listed on the WEAPONS CHART. A manual speargun costs $50. A CO2 speargun costs $100 and pressurized CO2 capsules cost $1 each. A sword ($30) and a swordcane ($50) act much the same but are concealed differently. Dart guns can cost $250. A boomerang that returns is only $5. If it hits anything greater than its weight (½ pound) it will not return. Boxing gloves cost $25 a pair and karate padding for both hands and feet costs $50 a set.

TSQ: When a character's Life Level is reduced to 0 by drinking alcohol, is the character dead or unconscious?
TSA: Since alcohol is a depressant poison, the character has literally drank himself or herself to death.

TSQ: How can I run a campaign with multiple groups of investigators, confiscators, and assassins without the players finding out about each other's major objectives?
TSA: Have you considered handing everyone a note telling them their agent's true major objective? They could each also have a cover objective which they tell to the other players. Request that their Bureau section under Classified Information on their Agent's Dossier be left blank and only known by the Administrator. No one will be sure of anyone's true major objective since some will reveal it and others may lie.

TSQ: If four PC's set out on a mission and the Administrator's character was to be secretly blended in with the others by having a player run this character, can this character be a double agent?
TSA: Yes, this is a nice idea. By definition, an agent who is loyal to the opposition while pretending loyalty to those that employ him or her is an enemy agent. For example, agent Z is working for the KGB but is employed by the CIA. The Administrator can be aware of the enemy agent's purposes and can use the enemy agent against the other player characters. The enemy agent looks for any action which would weaken the team, protect his or her agency, and that doesn't jeapordize his or her cover. Discovered enemy agents are usually given the choice of becoming double agents or being prosecuted. An agent who is loyal to those that currently employ him/her while pretending loyalty to the opposition is a double agent. For example, enemy agent Z worked for the KGB, is loyal to the CIA, and pretends loyalty to the KGB.

TSQ: In DRAGON™ Magazine #49, the tracer bullet adds 10 and 5 to second and third following bullets, respectively. Does this bonus apply only to the agent that fired the tracer?
TSA: Yes. Agents not firing tracers do not get this advantage to hit.

Dispel Confusion

DUNGEONS & DRAGONS®

Fantasy Role Playing Game

DQ: How many levels can you advance in each character class? The Basic book doesn't say.

DA: In the D&D® Expert Set, the limits on demi-human classes (dwarf, elf, halfling) are given. Humans may advance to 36th level.

DQ: How does a *Magic Missile* work? The rules say it's a magic arrow, but my friends say it's a bunch of little missles (undescribed). They also say that each does 1d4+1 points of damage, but the book says 1d6+1. Who's right?

DA: You, and the book, are correct. Your friends are using AD&D™ game rules — a different game. Don't mix the two! They are different games.

When the D&D game Magic-User casts this spell, a glowing arrow appears next to him. It will remain there up to a full turn (10 minutes), and he can fire it at any time simply by pointing at a target creature. If not used by the end of that turn, the glowing arrow disappears.

DQ: What good is the Cleric's *Remove Fear* spell?

DA: With the Basic rulebook alone, it is only useful in calming NPC hirelings who become afraid (break morale). It is used to counter the *Fear* effect of the reverse of the spell (castable by 4th and higher level NPC clerics). When you add the Expert rules, you'll find that some creatures (such as a Mummy) can cause *Fear*. The spell becomes more useful as you add more rules.

DQ: In the *Cure Disease* spell (Expert rulebook), it says that it will cure lycanthropy. Therefore, nobody should ever become a were-creature as long as there's a 6th level Cleric around! So what's the big deal?

DA: It's an error. The spell will only cure lycanthropy if cast by a cleric of 11th level or greater.

Advanced Dungeons & Dragons®

Fantasy Adventure Game

ADQ: I've been applying all of Gary's new classes, spells etc. (from DRAGON™ Magazine) in my campaign. It's getting pretty confused. What can I do?

ADA: The *official* material in DRAGON Magazine is in rough form, offered for your consideration. It is not in final form — and many details will be modified (or perhaps missing entirely!) when they are finally "polished." We need your input before these rules appear in the new game supplements (tenatively planned for 1984 release). So try them this year, and tell us what happens.

For now, tell your players quite firmly that you are testing these rules. They are all subject to change. And if you discover through testing that an unforseen problem occurs, tell us! You'll help millions of gamers in the long run.

ADQ: An 11th level Magic-User used an *Enlarge* spell on a monk, and zapped him up to triple size. I ruled that, logically, the monk could stun opponents of triple the size indicated. Well, the monk hit with a 20, made the percentage roll, and killed a storm giant with a single blow. What should I have done?

ADA: I'd probably have done the same thing, but now (learning from your results) I'd say that you should figure the additional size of the monk, in feet, and add that to the sizes given. For example, if a 6' tall monk of 9th level were thus treated, he'd gain 12', so he could affect creatures up to 18' 10" tall. That rules out the storm giant (21'), but it's still very powerful. Hmmm — we must get Gary's comments on this one. Watch for a future update.

ADQ: The FIEND FOLIO™ Tome's description of the Drow mentions that their fine mesh armor is "+1 chain mail," but the DMG says that there's no magical elfin chain mail. Which is correct?

ADA: Both. The FF says "IN EFFECT, +1 . . ."; in other words, it's so finely made as to be AC4, instead of the normal AC5 for chain mail. It is not magical. The tougher Drow have even better armor, all non-magical but having the effects of +2, +3, +4, or +5 chain mail. Watch for minor phrasings; they can be very important.

BOOT HILL®

Wild West Adventure Game

BHQ: Is Strength treated like hit points in the D&D® game?

BHA: They are somewhat alike: Strength is a number (20 max), which is reduced by combat. Reductions are one of the three types: Light (-3), Serious (-7), and Mortal (instantly reduces Strength to zero). Unlike the D&D game, even a light wound affects one's combat ability. When a character's wounds have reduced his Strength to 50% or less of his original value, the character's accuracy is seriously impaired — he loses 20% from his chance to hit. Wounds in the gun arm or hand also reduce his chances.

BHQ: Why is there a 10% subtraction from your chance to hit for successive shots fired in one turn? It would seem that the following shots would have a better chance, because you could correct your aim.

BHA: Unless one hits the target (or something else nearby like a piece of furniture), it is unlikely that you will actually know whether your shot missed left, right, or high. This is why "spotters" are so useful during target shooting. BOOT HILL® game shooting is a combat situation, where it's unhealthy to keep your head exposed and take careful aim. The "kick" from the large caliber ammunition (.44 and .45 calibers were common) added to the difficulties in correcting missed shots. Finally, you *can* get a +10 bonus to hit if the weapon is braced on something solid like a rock or a windowsill and you have spent the previous turn aiming at the target.

DAWN PATROL™

WW I Aerial Combat Game

DPQ: If a pilot lands in enemy territory and is taxiing (say, to pick up a downed wingman), is he subject to the chance of capture each turn he is on the ground?
DPA: No. As long as he is taxiing, he cannot be captured because he can avoid enemy troops. He is, however, subject to rifle fire which could wound or kill him. Players should use their good judgment in these cases — obviously an enemy pilot couldn't be free from capture if he stayed on the ground behind the opposing lines for more than a few minutes.
DPQ: If an engine is on fire and the pilot puts it out, are any engine hits caused by the fire itself?
DPA: No.

GAMMA WORLD®

Science Fantasy Game

GWQ: When creating mutated animals for the GAMMA WORLD® game, what should you do to make them balanced?
GWA: When I make creatures, I concentrate on what I want them to do for the environment I am putting them in. If I want to make creatures that have overrun a military base, I give them powers that allow them to get past doors without hands, to avoid security robots, and resist the dangers of the technological devices found in those areas. When making new creatures for the wilderness, I design them to be at least as tough or tougher than the monsters already in the rules booklet. This allows them to survive the action of players who have been gearing up to face the mutants they know about from reading the rules. I also try to key in on special abilities, for instance, if a creature has Pyrokinesis, its mutations will reflect things related to heat. It could resist lasers, or have double Pyrokinesis, or be deathly afraid of the cold.
GWQ: I know it says, "does not affect living matter," but if a Negation Bomb hit 2 meters from you, what would happen?
GWA: Since one does not really exist, we have only our imaginations to go on. I think it would be much like a flash bulb going off in front of your eyes. As written, the effect of this bomb causes power cells, batteries, and generators to loose all of their energy. It does not harm life, but it is a projectile. I imagine if one hit you in the chest it would do a 1d12 or so of damage.
GWQ: What happens when you use a laser pistol underwater?
GWA: I am not a laser physicist, but I do know that light, including laser light, refracts in water. I imagine that it would reduce the range of the weapon to about 1 foot (.3 meters to you metric fans). In that range I think the damage would still be as listed.

Gangbusters™

1920's Role Playing Adventure Game

GBQ: All first level characters start out with just $50 in cash. It costs a P.I. $50 to get his license! How can a P.I. get other things at the start of the game?
GBA: Ah! You have hit the first problem faced by the P.I. Money should be a problem for a P.I. A good campaign judge will keep his P.I.'s "hungry" for those special cases. A beginning P.I. gets money for additional items from the advance he must negotiate for his first case. Remember, always give a beginning P.I. a special case his first night of play. This gives him a chance to get right into the action.
GBQ: Can a grenade cause a car to explode?
GBA: Yes, but the percent chance depends upon other conditions. Is there gasoline splashed around the area? Does the car have any special protection? As a general rule of thumb, use a base 10% chance and modify upward or downward for circumstances.
GBQ: When a character is using the Disguise skill, how often should the judge roll a skill check?
GBA: Roll a check when the character first puts on the disguise. Then roll again whenever the situation suggests that the disguise might be damaged or altered, for example: after a fist fight, chase on foot, gunfight, or other strenuous physical activity.

STAR FRONTIERS™

Science Fiction Role Playing Game

SFQ: Can a Dralasite divide into two or three characters?
SFA: No. A Dralasite is a single creature and cannot divide itself as it pleases. The only time it can divide is when it is giving birth. This obviously results in a baby Dralasite, not another character.
SFQ: Can a Dralasite slide under a door?
SFA: If the door has a gap that is 10 cm wide at the bottom, yes. It will take the Dralasite about an hour to make its entire body this thin.
SFQ: Can a Vrusk carry another character on its back?
SFA: A Vrusk carrying another character on its back would be the same as if a Human were carrying someone on their back. Vrusk are not horses and cannot easily carry riders!
SFQ: On the equipment lists, what are the masses of unmarked items, such as grenades? Why are they not marked?
SFA: The masses of all unmarked items are less than .5k. They are not given exact masses because it would be too much bother to require every character to keep track of every gram of equipment carried. The referee should allow the character to carry a reasonable amount of such equipment (20 grenades for example), he should either tell the character he can't carry more, or give the items a mass of a couple of kilograms.

TOP SECRET®

Espionage Role Playing Game

TSQ: Who is James Pong and what are his Personal Trait Values?
TSA: James Pong is the character name of a good friend of mine that has played TOP SECRET game since it first began being written. His latest Personal Trait Values are: Physical Strength, 93; Charm, 33; Willpower, 95; Courage, 190; Knowledge, 31; Coordination, 195; 11th Level.
TSQ: I have long wondered if an agent in TOP SECRET game can be a Mercenary, Bounty Hunter, or a combination of both. If so, could you print a Level Table in POLYHEDRON™ Newszine?
TSA: Allowing a Mercenary or a Bounty Hunter into the TOP SECRET game is an Administrator's choice. The Administrator should design his own Level Chart. Zero experience points should equal first level. Twenty thousand points are necessary for tenth level. Ten thousand experience points must be earned for every level above tenth.
TSQ: What countries is TOP SECRET game played in?
TSA: I have received letters concerning TOP SECRET game from all over the United States as well as Canada. I have also heard from gamers in Spain, Austria, Switzerland, New Zealand, and the United Kingdom. It has been reported that United States servicemen are playing TOP SECRET game in South Korea. I've also heard that the game is in Australia, Scandanavia, and somewhere in the Middle East. It would not surprise me to hear that the game was behind the Iron Curtain.
TSQ: I have written a TOP SECRET module. What is my first step to see if TSR Hobbies would want it?
TSA: First, do not send any manuscript until asked to. Second, write a letter requesting a Submission Form from:

Mike Price, Acquisitions
TSR Hobbies, Inc., P.O. Box 756,
Lake Geneva, Wisconsin 53147

Third, follow the instructions given with the Submission Form and be prepared to wait for an answer concerning your manuscript. TSR is currently flooded with submissions and employs ten full-time designers. This information is not meant to discourage outside authors but rather to inform would-be authors that the competition is tough — really tough. TSR will gladly look at well-written, imaginative ideas.

DISPEL CONFUSION

DUNGEONS & DRAGONS®

Fantasy Role Playing Game

DQ: If a lance only does 1-6 points, the same as a hand axe, for example, why use a lance?
DA: For one thing, you can use it from horseback, and can use the horse's higher movement rate if you need to get away from nasty combat developments. But you're right, it doesn't seem reasonable. I'll be working on the revision by the time you read this, and I'll list lance as doing 1d10, the most any weapon can inflict.

DQ: I read the description of Dragon Turtle, and I love it! But shouldn't it get a "Special Abilities Bonus" to Experience Points? And how many XP should that actually be?
DA: Base value for a 21 HD creature is 2500 XP, plus 250 per HD above 21 — therefore, with 30 HD, that's 2500+ 2250=4750 XP. However, we forgot to count the breath weapon and incredibly vicious bite; these should both be counted as "Special Abilities," for a "double star" notation (change your book). This gives a 4000 XP bonus, for a grand total of 8750 XP. Tell your players I said "Good luck . . ."

DQ: If the strength adjustment applies to opening doors, doesn't it make it harder to succeed?
DA: If the bonus (+1 to +3) is added to the roll, yes, but this is obviously incorrect. It should be added to the chances (normally 1-2 on 1d6). In the revised D&D® Basic Set, doors open on a result of 5-6, and the strength adjustment is added to the roll normally.

DQ: When I use the Paired Combat option (using dexterity scores to modify initiative), the monsters lose most of the time. Is this right?
DA: If this optional system is used in melee, the DM should adjust the monsters' rolls as well as the characters'. Use movement rates as a guideline; you could award a +1 bonus if the rate is 120-149 feet per turn, +2 if 150-179', and +3 if 180' or more. Several monsters might gain bonuses when flying, for example, but not when aground.

DQ: We always get into fights when it's time to divide treasure. Any suggestions?
DA: Decide on the method before leaving on the adventure. One fair method is to classify magical treasure as "permanent" (like a sword) or "temporary" (potion, wand, etc.). Divide the magic however you wish, but when dividing normal treasure, those with permanent items get no share; those with temporary magic items get ½ share; those with no magic get full shares. This must be modified if there are only 2 or 3 players, but it generally works pretty well.

DQ: When a *Detect Magic* or *Detect Evil* is cast, the creatures and items affected glow. How much glow is this?
DA: Very little, only enough to (literally) highlight the item or creature. The glow is much less than that given off by a torch or *Light* spell. Many DM's use a soft blue glow for magic, pinkish for evil; this keeps the confusion to a minimum.

DQ: Of the two-handed weapons, why should a character use a battle axe when a two-handed sword does more damage?
DA: Encumbrance; the battle axe is only 50 cn, while the sword is 150 cn. If you're using the Variable Weapon Damage, you should also be using Encumbrance.

DQ: I wanted to give my 2 players an NPC fighter for a little help, but the Retainer Reactions (page B21) kept coming up low, and no NPC accepted the characters' offers. We spent over two hours trying to find someone, with no success. What should I have done?
DA: Ignore the Retainer Reactions chart! It is provided as a guideline (as are all the "rules" in the D&D Basic Set). If you want to give the party an NPC, go ahead. Don't let the game become so dependent on die rolls that you can't do what you want.

Advanced Dungeons & Dragons®

Fantasy Adventure Game

ADQ: My Magic-User cast a *Disintegrate* at a 175' long Giant Slug and tore a piece out of the side of it. How much damage should have been done?
ADA: The slug should have disappeared if it failed the saving throw! The spell description only limits the volume of non-living matter, and otherwise applies to one creature. The slug's saving throw is, of course, that of 6th level fighter (having 12 hit dice, but treated as half that due to its lack of intelligence), and if failed, POOF!

ADQ: Can henchmen and hirelings advance in level while employed by a player character?
ADA: Yes, if they've got the money and the time. A benevolent employer should allow the NPC to take a leave of absence for training, with the condition that they return afterwards for continued employment. Exceptionally generous player characters may wish to pay for part or all of the training, with a resultant increase in loyalty

ADQ: How do you figure surprise between a ranger (surprises 50%) and an ettin (surprised only 1/6)?
ADA: Carefully. If the surprise roll (1d6) for normal creatures encountered is 1-3, a ranger surprises them. Compared to normal (1-2), that means the ranger has a +1 bonus. However, the ettin has a +1 bonus, too, from the other end (1 instead of 1-2), so the two effects cancel out; a ranger surprises an ettin at normal chances (1-2 on 1d6), while other characters only surprise the monster on a result of 1.

Similar situations with other creatures are handled in the same way, converting everything to modifications of the roll. Note that a creature may be listed as "never surprised," but nothing ever "always surprises."

ADQ: Might a druid be able to use a short or broad sword instead of a scimitar? Each has roughly the same amount of metal.

ADA: No. The source of this prohibition has nothing to do with spellcasting or amounts of metal. It relates to a belief, attributed to AD&D™ druids, that weapons with straight blades (vs. curved) are not ethically permitted. Druid daggers will also be of the curved variety (not an uncommon type).

ADQ: Will a spell effect (such as *Dispel Magic*) affect things kept inside a Bag of Holding or Portable Hole?

ADA: No. The space "inside" either of these magic items, and all things in such spaces, are actually on another plane (ethereal? astral? DM's decision), and far out of range of the effect. (Interesting adventure material —while plane traveling, you come across all this junk).

ADQ: How long does it take a druid to *Shapechange*?

ADA: According to the description of this 9th level spell, 1 segment. The druidical version is identical to the spell, except that only certain forms can be assumed; all other details (except components, as it's not a spell but an ability) are the same.

ADQ: How would a creature's magic resistance affect area-effect spells or magical walls (stone, ice, etc.)?

ADA: Against area effects (such as *Fireball*), the MR is checked at that point when the creature might be affected. If the MR destroys such a spell effect, it cancels it only around the creature's body, not protecting others nearby. If the creature approaches a magical wall, MR is checked when the creature touches the wall. If successful, the wall disappears. If not, the creature may touch it every round, causing an MR check every round until the creature gives up or the wall goes down. If the creature touches (hits) a character upon whom spell effects exist (e.g. a mage with *Detect Invisible*, *Polymorph*, *Protection from Evil*, and *Detect Magic* running), each spell effect must be checked separately to see what crumbles and what remains.

ADQ: A dwarf character in my campaign found a *Wish*, and said "I wish for the ability to progress beyond the normal dwarven limits of ability." He doesn't want to "max out" as a 9th level fighter. What should I do?

ADA: Turn the character human, permanently. For guidelines, use the current Intelligence and Wisdom scores, but re-roll if you want to give him a fighter body, or possibly apply the guidelines for creating an NPC (Dungeon Masters Guide pg. 100).

ADQ: Can a damaged Carpet of Flying be repaired by a *Mending* spell or a *Limited Wish*?

ADA: Not by a *Mending* spell, and only by a *Limited Wish* spell if the DM permits it. You might take it to the elemental plane of air and have a djinni work on it; the Dungeon Masters Guide mentions weaving techniques "generally known only in the East," but that applies more to our world than the ADVANCED DUNGEONS & DRAGONS® game campaign. This could be a reason for great adventure — work on your DM!

ADQ: We encountered a human who killed all the characters by breathing fire on them. The DM said it was a *Polymorphed* red dragon (one of its 4th level spells). Is this allowed?

ADA:Your DM can do whatever he or she wants, so it's allowed — but it's not by the rules, and it doesn't seem fair. The ADVANCED D&D® game rules would allow a *Polymorphed* dragon to move as a human, use human-sized things, and so forth, but to use its breath weapon, it would have to resume its dragon form.

ADQ: Can a low-level character (5th or less) use a relic or artifact, if found?

ADA: Yes. There are no level limits on the use of the artifacts in the DMG. However, the side effects might destroy a low-level character quickly. In addition, a high level character or NPC will probably show up soon, seeking the artifact, if word of its discovery or use gets out.

ADQ: If a Magic-User wants to use the reverse of a spell, must the reverse be in the spell book as a separate entry?

ADA: No. If the original "forward" form is in the spell book, it may be studied "reversed." If studied in normal form, however, it may not be reversed in the casting.

ADQ: Why isn't there any weather in the AD&D™ game system? My Druid never uses the powerful *Call Lightning* unless the DM feels like having a storm!

ADA: My old friend (and RPGA Member) Dave Axler asked the same question, and did something about it. Look in DRAGON™ Magazine #68.

ADQ: In the Magic-User's spell *Burning Hands*, is the range three "game inches," or 30'?

ADA: No. The fan of flames extends three feet from the caster's fingertips. Though the spell description allows no saving throw, fire resistance (or immunity) still applies.

BOOT HILL®

Wild West Adventure Game

BHQ: What should be written down on the Character Record Sheet under "% Roll," "Rating," "Modifier?"

BHA: For player characters, the number to record under "% ROLL" is the *modified* result, which is the actual percentage dice result plus the Initial Modification (if any), found on page 5. "Rating" is not vital to game play, but can be added for aesthetic flavor, and is the verbal description of the rating, such as "Fast," "Strong," "Cowardly," etc.

The "Modifier" is found to the right of each Description on page 5, under the heading "Ability Score." Thus, if a player rolled 50 for Speed, he or she would add the modification of 15 and enter 65 under % Roll; the Rating would be "Very Fast," and the Modifier would be +12.

DAWN PATROL™

WW I Aerial Combat Game

DPQ: What were the factors determining which planes were included in the DAWN PATROL™ game?

DPA: First of all, the game covers the last two years of the war, so only aircraft common in that period were considered. Second, pusher type planes were excluded because their maneuverability and performance were so markedly inferior to the other (tractor type) aircraft. Third, the types that did not commonly engage in air-to-air battles (night and giant bombers) were left out, since this is primarily a game of fighter combat. Fourth, the random aircraft charts were based on each type's having approximately 50 or more aircraft in front line service in a given month. Lastly, there are physical constraints on how many aircraft types could be listed on the specification cards and on the counters sheet. Still, there are 59 types included in the game (30 German/ Austro-Hungarian and 29 Allied types).

DPQ: Can a pilot attempt to clear two jammed guns at the same time?

DPA: Yes, if they are in a twin mount. Lewis and Vickers guns in combination are not considered as twin mounts.

Gangbusters™ 1920's Role Playing Adventure Game

GBQ: How do I handle the enormous sums of money that the criminals in my game are making? They have so much that they seem able to buy anything or anyone!

GBA: It is certainly possible for criminal players to become millionaires. But even a millionaire has some headaches:

1. Living expenses soar. To maintain himself in style, any self-respecting high level criminal has to give lots of parties at his mansion. The mansion itself requires a full staff of servants, a set of full time guards, cars, etc. Entertaining adds to this tab.

2. If a criminal is making millions, there have to be dozens of other criminals who would like to be making those millions. Bring in the NPC rival gangsters. Have them hit the breweries, wreck the speakeasies, beat up the numbers runners, etc.

3. Remember that 30% of all NPC's are totally honest. If the law enforcers in your campaign can't cope with the criminals, give them some professional NPC assistance, preferably from the Prohibition Bureau and the Internal Revenue Service.

4. Be certain that your criminals are paying off heavily to the local politicians. Carefully watch their payroll — be sure that their hundreds of men are making a good enough living to stay loyal. A few should be disloyal anyway, just to make the game more interesting.

Gamma World® Science Fantasy Game

GWQ: Why does a laser gun need so much to hit Armor Class 1 and 2 and so much less for all of the rest?

GWA: When the Attacker's Weapon Class Matrix was designed, Weapon Class 13 was designed to handle all laser type weapons. I (Jim Ward) decided that the weapon would burn a hole through skin or a shield, but when it hit metal or furs or whatever, it would melt or burn those and have a greater chance of doing damage.

GWQ: The GAMMA WORLD® game system is so deadly, my players complain that their characters get killed off almost before they have rolled them up! What can I do to help them last longer?

GWA: If your characters are constantly dying, they're probably not being very careful. The game was designed to test the intelligence and role-playing skill of everyone who tries their hand.

It is also possible that you are throwing a bit too much at them considering their beginning status. Your radiation areas should not all be 16, 17, and 18's. Your poison attacks should not all be at intensity 18. If your non-player characters are using lasers and grenades, make sure to start your players off with the same type of equipment, or at least make sure that they get it on their first few adventures. Give them subtle warnings of danger, and if they are still jumping in where Orlens fear to tread, they deserve their hard fate.

GWQ: Will a Mark V Blaster put a hole in anything?

GWA: The rules say "provided the target is killed, does not have a force shield, or is inanimate." This means that it will do damage to anything, but will put a hole only if the thing dies with the strike or the force field goes out with the strike. Things like walls and dirt merely take the damage but show no trace.

STAR FRONTIERS™ Science Fiction Role Playing Game

SFQ: Why can't I make my own races who have made contact with those listed in the rulebooks?

SFA: There is nothing given in the rules that says you cannot create new races. By all means, if you want to create something for your campaign that is not in the rules, do. Take a little time and do it right — look at the races already in the rules and create an equally balanced new race.

SFQ: Can I mount a machine gun on a vehicle like an explorer? The rules say that vehicle-mounted weapons are not covered in the rulebook.

SFA: The note about vehicle-mounted weapons actually refers to fixed and heavy weapons mounted on vehicles, such as turrets, ball-mounted machine guns and lasers, and missile launchers. If the referee allows it, the characters may mount a machine gun or similar weapon on a simple ring or post mount. The cost of the mount and the modifications to the vehicle will be 150 Cr. A hovercycle and a glijet cannot be mounted with weapons.

Mounting a weapon does not change any of the modifiers given in the Vehicle Combat section. The advantage of the mounting is that it allows characters to use the heavier weapons on the equipment list while in a moving vehicle. However, there is one major drawback the referee should always remember — anyone driving through a civilized area with a machine gun sitting on their roof is almost certainly going to be arrested!

TOP SECRET® Espionage Role Playing Game

TSQ: What is the difference between Fortune and Fame Points?

TSA: The definitions of Fortune and Fame Points are as follows:

Fortune Point - A factor of how lucky an agent is. When an agent is generated the Administrator secretly rolls a 10-sided die. The result is the number of Fortune Points the agent will have in his/her career. Fortune Points, once spent, can never be regained or replaced. The agent doesn't know how many Fortune Points he/she has. The agent only knows how many have been spent. An agent can spend one Fortune Point to reduce a fatal wound he/she has received to the point where the agent still has one Life Level point remaining. In hand-to-hand combat, an agent can spend one Fortune Point to remain one point above unconsciousness.

Fame Point - A factor of how successful an agent is. One Fame Point is received for each level the agent has obtained. Each agent knows how many Fame Points are available to him/her. An agent can spend one Fame Point to reduce a fatal wound he/she has received to the point where the agent still has one Life Level point remaining. In hand-to-hand Combat, an agent can spend one Fortune Point to remain one point above unconsciousness. ◆

DISPEL CONFUSION

DUNGEONS & DRAGONS®
Fantasy Adventure Game

DQ: What is the *Finger of Death* spell?
DA: The *Finger of Death* is the reversal of the 5th level clerical spell *Raise Dead*, described on page X14 of the Expert rules. Essentially, the victim must save vs. Death Ray or die immediately. Normal methods of recovering a character slain this way will work.
DQ: What are the two most important concepts in the D&D® game?
DA: The most important concept in the game is player choice. In order to give players the most fun in the game, they must be able to make choices that will make a definite difference in the fates of their characters.

The second most important concept is that actions have consequences. Player decisions will lead to further campaign developments.
DQ: What do I do about a player who wants to carry 200 torches, since torches are included in miscellaneous encumbrance?
DA: Any time the players want to load up with unreasonable quantities of miscellaneous equipment, the DM should assign a reasonable weight to the equipment and estimate the total load. The weight scale is 10 cn = 1 pound. As 1 pound is a reasonable weight for a single torch, 200 of them would weigh 2000 cn. The 80 cn weight for miscellaneous equipment is a convenience to speed the time needed for setting up a character.
DQ: If a magic-user casts a *Lightning Bolt* that rebounds and hits a creature twice, what happens?
DA: The creature must make one saving throw each time it is hit. If either saving throw is missed, the creature takes full damage. A *Lightning Bolt* will not do more than its rolled damage to a creature.
DQ: When you go from D&D® Basic game rules to the AD&D™ game rules, is it true that your character dies and you lose everything?
DA: The D&D game rules are different from the AD&D game rules. There is no direct transfer between game systems. A DM may adapt a character from one system into another, but the ground rules for doing so are up to the individual DM. If you don't like the way your DM handles such adaptations, try to talk him into seeing things your way, or start a new character.
DQ: If a character dies and is reincarnated as a minotaur, how many XP does it take to go up a level?
DA: Only the given character classes receive experience points. The minotaur is a monster and isn't awarded XP. The DM might allow a special quest or similar adventure to restore the character to his original class.
DQ: How many spells should a magic-user have in his books for best campaign balance?
DA: In general, a magic-user should have two spells per level (three maximum, if the character is really scrambling). A L5 MU might have first level spells at L1 and L2, second level spells at L3 and L4, a third level spell at L5, and perhaps three firsts and two seconds as the results of adventures.

Spells shouldn't be given out lightly — they are as valuable to a magic-user as armor is to a fighter. Controls on spells include:
1. NPC mentors who teach magic-users the spells they get for level advance. The player character spell selection is limited by the mentor's books. This also allows the DM to build in NPC spell specialists.
2. Much duplication of common spells. This prevents magic-users from trying to steal, kill for, or read from other characters' spell books.
Read: The Dying Earth, by Jack Vance.
DQ: How can I keep players interested during the game?
DA: Keep the action moving. In many cases, it's better to be "almost right" and fast-paced than to sit down and figure every range, angle, and die modifier to the exact value. Ask for a surprise roll whether there is a monster around or not. Also, vary the type of player response needed — a string of endless combats is boring, as is an endless string of life-and-death situations. Break up the action with opportunities for role-playing, light humor, and relaxation.
DQ: When do characters eat?
DA: Whenever they like. Usually details like this are assumed to take place during "dead time" which is time-lapsed because the players would rather concentrate on more interesting events. Usually such things are ignored unless special conditions apply (a shortage of food, for example).

Advanced Dungeons & Dragons®
Fantasy Adventure Game

ADQ: My players can't understand why their dwarvish fighter and elven magic-user can't go up in levels after a certain level is attained. Why has this limitation been put into the game?
ADA: Limitations were put on the different character races to balance the game and give all races a "fighting chance."

For instance, dwarves have many abilities and skills that normal humans characters don't have. They can be multi-classed, they have infravision, they can detect traps (see details for each race in the Players Handbook). Although it is true that they can't raise in level in certain skills, they have other abilities that should more than make up for this "lack."
ADQ: I am curious as to whether a magic-user can duplicate use of the same spells per day, i.e. memorize the same spell twice as if it were two different spells.
ADA: Yes, this is possible, but make sure the magic-user counts each spell separately on his/her list, and does not simply cast the same spell twice.
ADQ: My 5th level elven magic-user has been killed four times, and each of these times a *Raise Dead* or *Resurrection* was used to bring him back to life

and the flow of play continued. I recently discovered that an elf cannot be brought back to life by these means. What should my group do about this?
ADA: First of all, don't try undoing all of the things this character did after his/her first resurrection. Things like this happen all of the time; don't try to rebalance a game that has had a minor mistake like this occur.

The fact that the character still exists although the rules of the game dictate that he/she should not can easily be explained in the terms of the game world. Fantasy logic would dictate that the "gods" smiled on this character and took a hand in raising him/her. Now that your DM is aware of the AD&D™ game rule that applies to this character, the gods will no longer permit such a thing to happen. In other words, don't worry about it; continue to have fun, but pay a little more attention to the rules.

ADQ: Can a magic-user have more than one familiar at a time?
ADA: Absolutely not. If the magic-user already owns one yet summons another to appear, the two familiars will kill each other to win the attention of the magic-user.

ADQ: May a ranger cast a *Find Familiar* spell and have a familiar in the same manner as a magic-user?
ADA: The nature of the ranger subclass is such that one would not want the aid of a familiar. Further, the powers conferred upon a magic-user from a familiar would not easily apply to the ranger.

On the other hand, the nature of the subclass makes it perfectly possible for the ranger to develop a highly trained creature of the forest to aid him/her in much the same way that a familiar would help a magic-user.

ADQ: May a ranger cast druid and/or magic-user spells while wearing metallic armor?
ADA: If the restrictions concerning what a ranger may wear are followed to the letter, this is within the rules.

ADQ: Is a resurrection survival or system shock roll required for a character *Wished* back to life?
ADA: No, the power of the *Wish* is such that these rolls are not required. The referee might want to make a judgement call concerning whether or not creatures dead longer than one month may be *Raised*. It is quite possible that the spirits of such creatures have been used by beings on other planes.

ADQ: May a character who fails the resurrection roll still be *Wished* back to life?
ADA: Yes, this is within the framework of the AD&D™ game rules.

ADQ: I have done extensive research into the mythos of India and I don't think what you have represented in the DEITIES AND DEMIGODS™ Cyclopedia fits very will with the actual literature on the subject. How did you develop these listings?
ADA: This question, in different forms, has been asked many times about all of the pantheons listed in the DEITIES & DEMIGODS Cyclopdia. The work is an unusual combination of gaming fiction and historical and literary study. All of the historical pantheons given were researched using primary and secondary sources. It isn't easy to get the material you desire from rural universities, but every effort was made to present complete and accurate material.

One of the discoveries made while doing research was that there are many conflicting works on man's mythologies; we must remember that their way of recording and transmitting information was less than flawless.

Time is also an important factor to consider when detailing a mythos. The Egyptian mythos listed had an active faith for over 3,000 years! In that time the way the gods were viewed and their powers were revamped several times. It is quite possible that your sources detail different information on the deities of India in this same manner. We used accredited sources to determine the powers and items of the gods represented, and presented a rough translation of these things into AD&D™ game terms.

If you have gone to the trouble of researching a particular favorite myth, by all means use this information in your own campaign. The listings in the Cyclopedia of gods and heroes from myth and legend was only meant to fill gaps in the game system.

BOOT HILL®

Wild West Adventure Game

BHQ: In a gunfight, if you hit someone twice in the same location on the same turn, are there any additional strength reductions or other penalties besides the base damage (-3 or -7 each or a mix)?
BHA: No. A character can be hit several times in the same place with no additional penalties. Note, however, that all wounds are cumulative towards the 50% of total that will affect the hit determination penalty. Also, if a character suffers 3 light wounds in the gun arm (-9 total), he/she has the equivalent of a serious wound in the arm and must use the -50 penalty for hit determination instead of the -25 for a light wound.

BHQ: Why do "Other Rifles" and "Other Carbines" have a rate of fire of 3 and other weapons have a rate of 1?
BHA: Weapons designed in the era soon before or after the Civil War came in a variety of styles, but they tended to be longer, heavier, and slower than their more "modern" counterparts. The rifles and carbines that are listed as being available "after 1872" sometimes used lever-action as opposed to the clumsier bolt-action. This generality is why the speeds are rated differently.

DAWN PATROL™

Aerial Combat Game

DPQ: Planes A and B are Allied, and planes X and Y are German. Plane A moves first, and then X moves into a head-on attack on A. B moves next and goes to A's aid by moving into A's square at a different altitude and making a head-on attack on X. Y responds by moving to a position to help his wingman, going into the same square as X at a different altitude and taking a head-on attack on B. Who can shoot at whom, and in what order do the pilots declare their shots?
DPA: Once a pilot is attacked head-on, he has the option to defend himself and can fire at any enemy plane who is head-on in his field of fire. In this case, then, both planes could fire at either of the enemy planes involved in this head-on exchange. However, each pilot must make his choice of target secretly — he cannot consult with his wingman on the target each one will choose!

In this situation, a plane can conceivably collide with any enemy plane which is head-on in its field of fire and within 200 feet. This reflects the un-usual danger of multi-plane head-on attacks, and is the only exception to the rule (page 12) that both planes must be attacking each other. If one of these planes does not shoot at all, or takes an attack other than head-on at an another enemy plane not shown here, then it does not risk a collision. But if it takes either one of these head-on attacks, it could collide with either enemy plane, as long as the normal measured range between them was 200 feet or less.

GAMMA WORLD®

Science Fantasy Game

GWQ: Where did you get all of those weird names for the GAMMA WORLD game monsters and mutants?
GWA: The nature of the GAMMA WORLD game setting necessitated the development of many new, modified creatures, all of which had to be called *something*. Physically or mentally altered badgers couldn't be called badgers (because they were no longer badgers), thus, new names had to be created to describe the new creatures. Further, it was decided that easily identifiable names would not have survived down through the centuries of the Dark Years. Off-the-wall, strange names were given to the creatures in keeping with the strange world in which they exist. The revision takes steps to make sense of the names of the creatures by adding another name to the old one.
GWQ: Some of the Cryptic Alliances are pretty strange. What is the best way to use them in the game?
GWA: The Cryptic Alliances were designed to be the perfect all-around tool for the GAMMA WORLD game referee. The Alliances are useful to start player characters because they give the referee a logical reason for giving new player characters various materials.

The Cryptic Alliances can also act as a catalyst for adventures; they may create conflict between alliances; assignments can be given by the leader of a character's particular alliance; or characters may desire to rise in their alliance, requiring them to do something of benefit to the collective whole.

One of the first things that a good referee should do is create several hidden bases for Cryptic Alliances. These bases are good starting points for new characters; it will give them a place of origin *and* a home base for exploration of the surrounding countryside.

Gangbusters™

1920's Adventure Game

GBQ: How can player characters obtain a camera, and how much does one cost?
GBA: That is an omission from the price lists which should be filled in. Newspaper reporters can be issued cameras by their newspapers. These would be very expensive, large, bulky cameras and use the old-fashioned type heavy photographic plates. Characters can purchase smaller lower quality cameras for prices ranging from $50 to $300, depending upon the circumstances of the purchase. Criminals, of course, can steal cameras.
GBQ: Some of my law enforcement characters have begun dragging in every seedy character they can find and using "persuasion" to obtain information. How can I limit the information they get?
GBA: Judges, consider that most average smalltime punks won't know anything very useful about the operations of bigtime gangsters. They may know, for example, where a warehouse or gambling joint is located, but won't know who runs it, and who gets the profits. Excessive use of violence by the police will result in political pressure to stop such practices as the mob uses its power at City Hall. Have the Police Commissioner or the Mayor call in some of these fellows and give them a stern warning. In extreme cases, the mob will hit back. A law officer's life is always on the line.

STAR FRONTIERS™

Science Fiction Game

SFQ: The rules say that a gas mask fits over the wearer's face. How does this work for a Vrusk who breathes through many small nostrils in its underside? And how does it work for a Dralasite who breathes through his skin?
SFA: This description was written from a Human point of view. A Vrusk gas mask is a harness arrangement that straps to the underside of the body. The filter is a thin sheet of plastic material that covers the nostril area.

The Dralasite gas mask is better called a gas suit; it completely covers the Dralasite. Again, the thin sheet of plastic material filters the harmful gases. Because this limits the amount of oxygen reaching the Dralasite, they may only wear these suits for a short period of time before they become too hot. The Dralasite gas mask may be worn with other defensive suits.
SFQ: The Expanded Rulebook gives two different costs for the Standard Equipment Pack. Which is correct?
SFA: The 150 Cr cost given on the Equipment List is correct. The 250 Cr cost given under Expanded Game Characters is incorrect.
SFQ: Would it be balanced to create a new PSA Jack-of-All-Trades? If so, how would this PSA work?
SFA: Yes, you could create such a PSA, although the skills system currently lets a character learn many different skills. If you created such a PSA, It would best use the doubled Technological PSA Skill Costs for all skills the character wanted to learn. Remember, that this PSA is not playtested, and it might be necessary to make changes in it once a campaign is underway.

TOP SECRET®

Espionage Game

TSQ: One of my players recently tried to attack an enemy agent with an object on the Additional HTH Weapons Table on page 33 of the 2nd edition rules. However, this is not projectile combat, nor is it to be found on any of the HTH tables. So where in the name of Bond am I to find the outcome of this action?
TSA: When the offensive fighter is using a weapon found on the chart on page 33, combat is resolved in much the same way as usual. Which HTH table is consulted will depend upon how the weapon is being used. Blows with a long, roughly cylindrical object such as a flashlight or an oar will be resolved on the Knife Fighting table if the object is 0-30 cm in length, and on the Swordplay table if it is over 30 cm in length, since they can be blocked in the same way that one would block a knife or sword thrust. Combat with billy club is resolved on the Untrained table, as are blows with square objects such as suitcases, gas masks, and telephones. (Very few agents are trained in HTH telephone combat.) Long, flexible items such as piano wire or chains can be used for strangling or whipping. When they are used to strangle, combat is resolved on the Untrained table by applying one of the "holds" (Hands on Throat). If the victim is surprised, consult Appendix One, under Assassination (Garrotes). When they are used to whip, treat as swordplay.

When a hit is scored, damage is determined as follows. The HWV of the object is added to the Offensive Fighter's HTH Weapon Value modifier on the Injury Modifiers table. This total is then added to the combat result.
TSQ: Do the die rolls for the Poison table mean the number of points lost from the abilities, or the percent of points lost?
TSA: The die rolls made when a character is poisoned give the percentage of points lost from the indicated abilities.

DISPEL CONFUSION

DUNGEONS & DRAGONS®

Fantasy Adventure Game

DQ: Can a cleric try to Turn an undead monster that he/she has already failed to turn?
DA: No. Once a cleric fails to Turn any of a group of undead, further attempts during that encounter will automatically fail. If successes are achieved against an undead group, the cleric can try to Turn the remainder each round until all the undead are Turned or the cleric fails once.

If the cleric encounters the same undead later in the adventure, he may try to Turn them again. The DM should use his discretion as to whether sufficient time has passed for the second encounter to count as an entirely new encounter.

DQ: What does a holy symbol do?
DA: The holy symbol is used by the cleric in Turning undead. In the hands of any other class it can prevent direct attack by a vampire, if strongly presented. (That is, the vampire cannot close to melee, but may use minions or try to reposition itself so the holy symbol no longer interposes). DMs can also make up other uses for holy symbols.

DQ: The Basic rules state that each character has only one chance to find each secret door. How long is this for?
DA: In a game turn (10 minutes), a character can search a 10' x 10' section of wall. Less time spent automatically means failure. Failing the roll (made by the DM) means no door is found by the character even if it is there. Once the roll is missed for a door by a character, that character will not be able to find that door.

If the character returns to the area after a reasonable time, the DM may allow another attempt to find the door. It is *not* necessary to remember from adventure to adventure which characters have found what secret doors!

DQ: How long does a full water skin last?
DA: A water skin holds about a quart of water. This should be good for about 2-4 days in excessively dry (desert or badland) conditions, depending on how active the character is, how well the character is otherwise equipped for the terrain, and how the water is rationed. For most normal adventuring, streams and other water sources should be assumed common enough so that refills are easily available.

DQ: Can an invisible person be spotted with infravision?
DA: No. So many monsters have infravision that this would negate the effect of invisibility! There are other problems with invisibility: it does not mask light, creatures with keen hearing or smell may detect an invisible character, clouds of dust, smoke or fog may reveal a character, footprints show up in sand, etc. My favorite is the invisible party in the ice caves who were given away by their frosty breath! (It takes a smart monster to spot signs like that, though.)

The DM might periodically review how effective he/she allows the spell to be, being either more or less lenient as needed to maintain play balance.

DQ: Which monsters have infravision?
DA: For practical purposes, nearly all monsters found in underground settings (with the exception of humans and halflings) are assumed to have infravision.

DQ: Is torch damage affected by Strength?
DA: No. This damage is mostly from flame, not the force of the blow.

DQ: When enough experience is earned to go up a level, is training necessary?
DA: In the Basic rules, no. However, some DMs have special house rules that require this. Check with your DM.

DQ: May a *Dispel* be used on magical items?
DA: No. Items produced through magical research are enchanted too strongly for a simple spell to destroy. Note that in the AD&D™ game, potions can be destroyed by a *Dispel*, but this is not the case in the D&D® game rules.

DQ: If a Level 8 magic-user gets three *Magic Missiles*, are they considered three spells?
DA: No. The single spell creates three missiles. All of these must be used before the spell expires or be lost. They may be shot at different targets if desired.

DQ: Can a character memorize a 3rd level spell three times by not memorizing his other 3rd level spells?
DA: Yes. A character who is entitled to cast three 3rd level spells may select those spells in any combination from those in his books. Each memorization is one *use* of the spell.

DQ: Will a character lose a disease if he died from one and is brought back to life with a *Raise* spell?
DA: No. The disease must be cured separately. A cleric powerful enough to cast a *Raise* dead can also cast a *Cure Disease* (probably for an additional price). Note that lycanthropy is an exception, and it takes a very powerful cleric to free a character from this affliction.

DQ: Is it possible to raise the ability scores of a character by training?
DA: No. The only adjustment currently possible is when the character is first created, and this has nothing to do with training. The DM may, on rare occasions, allow an ability score to be raised through magical means, but this should not be easy for characters to achieve.

DQ: Does the *Anti-Magic Shell* let the spell bounce back on the caster?
DA: No. Any spell cast at (or from inside) the shell does not work. If a spell with an area overlaps the shell, the area inside the shell is protected from the effect.

DQ: Can thieves or classes other than fighters and demi-humans become mercenaries?
DA: Thieves and other non-fighting classes will not be found as mercenary *soldiers*. However, there is no reason why a player character cannot hire himself out to perform the functions of his own class for money, at the DM's discretion.

DQ: Can a *Passwall* spell be used on bushes or water?
DA: No. The spell can only be used for stone, wood, metal (except lead), and similar materials in a wall-like configuration (including floors, ceilings, and the like).

Advanced Dungeons & Dragons®

Fantasy Adventure Game

ADQ: The Players Handbook specifically states that a thief may use a club, dagger, dart, sling, or a sword. Why can't a thief use a bow?
ADA: It is all a matter of game balance. Logically, a DM can say that a thief's training takes place largely in towns where a bow on one's back is not as useful as a dagger in one's hand when going into dark alleys and the like.

ADQ: Can a *Magic Mouth* scream or sing? Can it be activated by another *Magic Mouth*? Although it can't cast spells, can it set off a magic wand by saying the command word?
ADA: The mouth can scream or sing up to 25 words and be activated by another *Magic Mouth*, but can't set off a magic wand.

ADQ: If a soul is taken from a thief by a Deck of Many Things (The Void card) and trapped somewhere, could a magic-user's *Wish* spell put the thief's soul back into the original body or another body?

ADA: The Void Card's effects are not negated by a *Wish* spell.

ADQ: The Moradin section in the DEITIES & DEMIGODS™ Cyclopedia states that non-player character dwarven clerics can rise to the 7th level. Does this mean that player characters cannot be dwarven clerics?

ADA: This point is covered in the Players Handbook. Player characters cannot be dwarven clerics.

ADQ: The Monster Manual states that damage on living matter from a clay golem can only be cured by a healing spell from a 17th or higher level cleric. Does this mean that only the clerical *Heal* spell can be used to cure this?

ADA: All healing spells from a 17th or higher level cleric will work here. Scroll spells from a 17th or higher level cleric won't be effective in the healing process.

ADQ: Will a *Raise Dead* work on a character killed by a clay golem?

ADA: In this instance, yes. The *Raise Dead* process is much like the normal healing process. A character would get one point a day in healing normally (even from clay golem damage), so bringing a character completely back to life would work and not be contingent on the cleric being 17th level or higher.

ADQ: Will a *Move Earth* spell influence flowing lava?

ADA: Yes it will, but the DM will have to determine the effects of the extreme heat generated by the lava in the area and what it does to your character.

ADQ: Is it possible to use the Mantrap scent from Monster Manual II as a trap in other areas?

ADA: The distillation of the scent of the Mantrap is possible but when it is placed on other than plant material, the victims get saves at +4 to resist.

ADQ: Do weresharks (from Monster Manual II) have to swim in salt water or can they go upstream into fresh water?

ADA: The natural resistance to damage that the wereform gives the character will allow the werecreature to swim in fresh or salt water. It is limited to the constraints given any fish form and cannot breath in foul liquid that a normal fish-type creature couldn't survive in for any length of time.

ADQ: Is it possible for a player to become a Swanmay (from Monster Manual II)?

ADA: Although it is theoretically possible for a human female Ranger to become a Swanmay, there are several points that would hinder such action:

- **The original Swanmay is closely associated with sylvan elves, dryads, and other enchanted forest creatures. The player character would also have to be closely associated with these.**
- **The original Swanmay is a solitary creature and the player character would have to become of a like sort to have the swan changing item function properly.**
- **Swanmays have no followers.**
- **Swanmays must always fight evil.**

If the player character takes on all of these concepts and does not steal the magic item needed for the change, it should be possible.

ADQ: If my character is of the proper alignment and class, can he/she become a Knight of Quality as taken from the DDG?

ADA: The set of circumstances that created the Arthurian Heroes and the legends associated with the Arthurian Heroes are quite specific. If your DM has a campaign that includes all of the people and legends of that mythos, then it is possible to be granted the title Knight of Quality and be ranked among the proud knights of that time. The title also places great demands on the owner. He/she must spend time righting wrongs and doing unusually good deeds. In short, it is possible, but it is up to the DM.

BOOT HILL®

Wild West Adventure Game

BHQ: How does Stunning work?

BHA: A character may be stunned when he receives a blow to the body from a solid object. The rules on pages 13-14 give examples including gun butt, club, chair, and tomahawk. A bullet wound in the head also has a chance to stun, as does a buffalo gun bullet wound anywhere (due to its large size and weight). Other objects can be used by comparing them to similar objects that are given: a whiskey bottle or a rock would be similar to a club, for example.

If a stunning-type weapon is thrown, the character's Throwing Accuracy is used with the normal To Hit procedures. If the weapon or object is held, it is considered a special case of Brawling (p. 10). The Punching table is used. Blunt objects such as a club, rifle barrel, gun butt, or rock use the normal Punching column; they subtract one from the dice score To Hit, but if they hit they cause an extra point of damage and then get their chance to stun. Larger objects such as a chair subtract two from the chance To Hit, but add two points of damage and their chance to stun. A tomahawk hit or miss is determined by Throwing Accuracy if thrown or the Punching table if held; if either results in a hit the Wound Chart is used for location and severity of the injury (since it is a cutting weapon) — and after all that it still gets a chance to stun!

A stunned character is "seeing stars" or in shock for a few seconds, which is why the rules prevent him from doing *anything* on the next turn, and doing everything (including moving) at half-effect or half-speed on the turn after that.

BHQ: Which of the two systems for First Shot Determination should be used?

BHA: That depends on the situation in the game and on how fast the referee and the players want the game to move. The basic method (on page 9 of the rule book) is somewhat faster and should probably be used for battles involving large numbers of participants. The optional method (page 13) is slower, but more "realistic" with regard to Ability Score variations.

The basic method requires calculation of Net Speed, which depends primarily on the character's Speed Ability rating. Other relevant factors include surprise, movement rate, whether the firing character is wounded (and to what degree), whether the character has previously fired or aimed at the target, etc. All characters declare their targets and how many shots they are firing, and then firing order is determined in order of Net Speeds. All characters still alive and conscious when their turn arrives get to fire one shot. After the entire order has been gone through once, a new firing order based on the changes in net speeds from wounds is determined, and the process repeats for the second shots (assuming, of course, that at least one character declared a second shot); the process is then repeated for the third and final shots of that turn. Note that an adjustment in Net Speed from wounding can occur early in the turn and bump you to a lower spot in the firing order. Characters with identical Net Speeds fire and inflict damage simultaneously.

The problem with the basic method is that the fastest gun in the west gets the same number of shots per round as the slowest gun in the west—one. The alternate method alleviates this, but requires more bookkeeping. Using the Net Speeds from the OK Corral (p. 25) as examples, Wyatt will fire first with his NS of 41. Wyatt will get all three of his shots before Billy, Tom, Doc, and Ike get any, because his NS is 10 or more above theirs. Wyatt would get 2 shots before Frank and Virgil get their first, because the difference is 5-9. He would only get one shot before Morgan, since the difference is 1-4. With 8 gunfighters in this scenario, keeping the proper relationships becomes very complicated! With only two gunfighters, however, it's quite easy. Note that when this rule is used, the consecutive shot penalty is altered.

BHQ: If "multiple wounds heal at the same time," will a character who has taken two light wounds and rested a week get two strength points back (one for each wound)?

BHA: Yes. One full week of rest, with medical care, will heal one point from *each separate wound suffered.* If a doctor attends the character soon after he/she was wounded and the character rests, seven weeks would be the maximum recovery time no matter how badly the character was shot up. If not, the referee may decide to lengthen the recovery or add complications.

DAWN PATROL™

Aerial Combat Game

DPQ: Must the pilot who is doing a loop state the size of the loop before knowing if it is covered by a tailing pilot?

DPA: Yes. Then, so as not to be reversed, the tailing pilot must perform a loop of the same or greater size than the leading pilot.

DPQ: When a balloon is rolled as part of a low altitude scenario, is it possible to have more than one?
DPA: Yes. When a low level game occurs during the Random Combat determination, a roll of 1 or 2 will mean a balloon is present. An additional roll can then be made: if a 1 is rolled, there is a second balloon also in the area. After the second balloon has been noted, a further roll can be made, and if another 1 is rolled, there is a third balloon in the area. Each balloon will have its own independent altitude and defenses.
DPQ: What happens if a wounded pilot is trying to land a plane with numerous critical hits and the landing chance computes to less than 0%?
DPA: Assuming the aircraft is still flyable and is not out of control, the pilot will always have at least a 5% chance of making a successful landing (even if the subtractions make it less than 5%). This accounts for the instances of extraordinary bravery, unusual good fortune, and the like that occasionally helped pilots survive in World War I.
DPQ: If a critical hit results in adding one or two hit factors to the damage taken in one area of the plane, must another roll be taken that turn to check for the chance of another critical hit?
DPA: No. Critical hits that cause additional hit factor damage do not require an additional critical hit check.
DPQ: If a pilot who is lightly wounded has his plane's wing shot off, how many rolls must be made to determine his survival?
DPA: Except for pilots coming down in the front lines (where a special additional chance exists for being killed or captured), only one survival roll is necessary.

In the example above, the pilot's plane will fall out of control after its wing is destroyed, giving him a 5% chance of surviving the resulting crash (or 10% if it occurred at less than 2000'). This 5% or 10% chance always takes precedence as the single roll needed to determine survival, and wounds (or lack of them) have no bearing.

If this pilot had a parachute, he would make one roll at 60% to determine survival (as given under the German Parachutes rule) — he would *not* roll separately for the jump and then for the wound. All pilots who survive on 5% or 10% rolls and all pilots who survive critical wounds must roll for possible incapacitation.

GAMMA WORLD®

Science Fantasy Game

GWQ: I have some questions on the mutations in the GAMMA WORLD® game revision.
1. In *Absorption*, is a laser a heat weapon or a light weapon?
2. In *Aromatic Powers*, can the characters resist the desire for their favorite food if they are not hungry?
3. In *Chameleon Powers*, what is a "jutation?"
4. In *Directional Sense*, can a mutant really locate any object he/she wants?
5. In *Displacement*, can the mutant actively face danger and not let himself/herself be displaced?
6. Does *Energy Metamorphosis* make a mutant immune to the harmful effects of radiation?
7. In *Electrical Generation*, can the mutant turn off this power so that allies and friends may safely touch the object?
8. Is there any way to tell if a *Force Field Generation* power is in use?
9. How hot is the heat from the *Heat Generation* mutation?
10. In *Kinetic Absorption*, is it 25 points per weapon or a total of all weapons used in that attack round?
GWA: The following should take care of these problems:
1. All laser attacks are considered light weapons.
2. The desire to aquire the food transcends being hungry or in danger, etc. The mutant should be told right away that it is being drawn in the direction of the smell and allowed to react with all weapons or mutations at his/her command.
3. The word "jutation" is a typo. It should read mutation.
4. There was some copy dropped here. It should read "or locate any owned object held in the last eight hours."
5. The movement action happens even if the mutant tries to avoid being displaced.
6. *Energy Metamorphosis* does make a mutant immune to radiation.
7. Since the power is a conscious one in humanoids and mutated animals, they may turn off the effect if they desire.
8. The use of the *Force Field Generation* mutation usually causes the user to glow slightly. This is not the case in areas of continual darkness where mutants have been raised. Here, the mutation is not noticeable.
9. The heat from the *Heat Generation* mutation is approximately 480 degrees F. Although the mutant is immune to the blasts from its hands, it is not immune to the damage of fire caused by the heat.
10. The 25 points per attack is from all weapons. If the mutant took a total of 27 points of damage from maces and clubs it would take 2 points that round in actual hit point damage.
GWQ: Can people outside of TSR submit GAMMA WORLD game modules to TSR?
GWA: It is difficult to get a submission into TSR, but if your idea is original but not outlandish, you *can* see it accomplished. Write to the Acquisitions Department for a New Product Submissions Packet which includes guidelines and forms TSR requires for outside writers to submit game material.
GWQ: Considering the hit points of all of the player characters in the game, weapons like swords and arrows do minor damage. This isn't very logical, is it?
GWA: Sometimes it is necessary to sacrifice what appears to be logic in the interest of game balance; this has been done in the combat system of the GAMMA WORLD game. Remember, however, that right along side those ineffectual weapons are things like Death Rays that kill on contact with flesh or Stun Whips that render the victim unconscious at a touch with no hope of resistance (unless the referee has designed a new mutation, or the like). Logic can often render a referee defenseless, but it doesn't stop a game designer long. Swords do what they have to do in the game so that every mutant Conan that walks into the land is not instantly killing those poor, sweating men in Power Armor.

Gangbusters™

1920's Adventure Game

GBQ: Can you give any guidelines for game judges on how to assign a percent chance for miscellaneous circumstances? For example, a criminal is running down the street from a robbery site. The police are chasing him. The criminal has a gun. What is the chance that he can stop a car on the street, order the driver out, and steal the car to get away? What are the chances for finding a taxi cab?
GBA: In situations like this, there are two guidelines to use: common sense, and the character's Luck score. If the above incident were happening in broad daylight in a downtown area, there is no question that a car would be coming by; the only question would be the NPC's reaction to the character, which could be determined normally. For the chances of finding a taxi, use the character's Luck score unless the setting is one where taxis are constantly coming and going, such as a major hotel, the train station, etc. Above all else, make your decisions on what is going to provide the most fun for your player characters without harming the balance of the game.
GBQ: Are there any types of shotguns available other than double barrelled breech loaders?
GBA: As an experiment, you might want to let your players use 5-shot pump action shotguns; a few types of these were available in the 1920's. The cost for these should be about $75 normal retail. Such a shotgun can fire one round per turn. If you are using the Expert rules, any arm or hand hits should reduce the rate of fire to one round every two turns because it takes both hands to fire and then pump up the next round in a single turn.
GBQ: How may times may a character with only one hit point left make a Luck check?
GBA: The Luck check is in the game to help keep characters alive. A character always gets a Luck check against any death situation except one which the game judge rules is automatic. This means that a character with only one hit point left can roll a Luck check each and every time he or she is hit, and can stay alive as long as the Luck checks are successful.

STAR FRONTIERS™ Science Fiction Game

SFQ: 1 kilogram is the mass given on the Equipment List for Tornadium D-19. Does this mean you get 1 kilogram of Tornadium for 50 Credits?
SFA: No. Tornadium D-19 should cost 50 Credits for 50 grams. This was unfortunately lost somewhere in the production of the game. The 1 kilogram mass a) helps restrict the amount of explosive a character would lug around, and b) assumes that some of that mass is taken up by careful packing of the explosive.
SFQ: Where can I get more ideas and information for new weapons? Where are the military weapons?
SFA: Most of the weapons we listed in the STAR FRONTIERS game are the standards of science fiction. There are guns and lasers, sonic weapons and electrical weapons. Other ideas for weapons may be found in science-fiction novels. Another good place to look for ideas is in science magazines. Pay attention to the latest breakthroughs and discoveries in physics and other fields. These can lead to ideas for weapons. For example, recent work in high-energy lasers has been towards an X-ray laser. This could be a very powerful STAR FRONTIERS game weapon.

Another really useful place to look is in today's military forces. There are many features and weapons being worked on today that can be used in a STAR FRONTIERS game campaign. These include laser rangefinders, automatic loading systems for heavy weapons, missiles guided by TV cameras, etc.

Remember, the weapons given in the game are not full scale military weapons. Such weapons would be much more deadly than those listed in the rules.
SFQ: Can I have a Human/Yazirian character (the father was Human and mother Yazirian)?
SFA: Forget it. The STAR FRONTIERS game is not a fantasy game. Cross-breeding and the like must follow the laws of genetics. Humans and Yazirians are more than different races, they are different species. Furthermore, they developed on different planets where the whole course of evolution is different. The body chemistries of the two races are different. It cannot be done.
SFQ: Can I have a character who has been so altered by radiation and genetics as to make him/her a "super-character"?
SFA: No. It is likely that in the future it could be possible to adjust a person, improving him/her by manipulating genes, etc. However, there are serious questions as to whether it will ever be done.
SFQ: Why do the rules for swimming only allow a character to swim for a short period of time before drowning when people have actually stayed in the water for 24 hours and not drowned?
SFA: The longest period of time spent swimming was actually 168 hours. However, this overlooks some things. In most cases of long duration swims, the person swimming had trained and prepared for a long period of time. He/she was also usually well-rested. Further, all the person was trying to do was swim; he/she did not get out of the water, hike cross-country, get into a firefight or get wounded six times. He/she swam until he/she collapsed, at which point someone else fished them out. The rules are not the absolute limits that a person could actually swim, but represent an average, given the conditions, the activity of the character, the preparation, etc.

TOP SECRET® Espionage Game

TSQ: Is an agent in any way trained by his/her bureau to perform his/her trade at a greater proficiency than agents of a different bureau?
TSA: In the TOP SECRET® game rulebook, there is no provision for agents of different bureaus to receive different training. The bureau in which the agent works is merely a matter of player choice. However, if you have access to copies of the January and July issues of DRAGON® Magazine (out of stock), the Rasmussen Files contain listings for various college courses that agents may take to acquire or improve certain abilities related to their specific bureau functions.
TSQ: If an assassin killed two arms bearers during the course of a mission, would he get a 100 point bureau bonus for each one?
TSA: The assassin would get a double bureau bonus only if the mission could not have succeeded without killing both arms bearers. Otherwise, agents will be gunning down local police for the purpose of gaining experience.
TSQ: If a character suffered from internal damage in any area except the head (there are already percentages for that), would he/she fall unconscious?
TSA: Internal damage resulting from weapon hits in locations usually considered non-lethal (hand, foot, arm, etc.) will not cause unconsciousness unless the character's Life Level drops to zero. If this occurs, the character is unconscious and will bleed to death in 5 minutes unless a trained person with a first aid kit gives immediate medical assistance.

Unconsciousness was included as a possible result of this type of wound in Issue #49 of DRAGON Magazine (also out of stock), where some optional rules for incapacitation due to damage were offered. These can be utilized if the Administrator wants to add extra touches of realism to his/her campaign.

Of course, in Hand-to-Hand combat, all damage applies toward unconsciousness rather than death (with the obvious exceptions of swordplay and knife fighting).
TSQ: Under "Fencing Purloined Goods," the rules say that characters may sell items to the Administrator. Does he/she pay full price or by the chart?
TSA: The price that the Agency is willing to pay for incidental stolen merchandise is entirely up to the Administrator. He must decide what the item is worth to the organization, and what it is worth to keep it out of the hands of the competition. Full price should never be paid for any item unless it has value unrelated to its physical worth (such as a politically sensitive document, a new weapon prototype, or incriminating evidence that could be used for blackmail, either by or against the agency). In such special circumstances, the price offered by the Administrator should slightly exceed what the agent could get selling the item elsewhere if at all possible. Note that this procedure only applies for merchandise acquired over and above normal mission requirements. An agent who is assigned to obtain a certain item and then tries to sell it to the highest bidder is, at the very least, a renegade and should be treated as such.

However, if the items in question do not have any particular value for espionage, chances are that the Administrator will not want to waste his time with them, and will send the agent to the Open or Black Market.
TSQ: The Power rating of a 10-gauge shotgun is 7, 1 point more than the maximum allowed by the Gun Design Rules. How should this be treated when designing this type of weapon? What would the PWV modifier be?
TSA: Your powers of observation are excellent. The Power rating of this weapon is inconsistent with what is covered by the rules. Power ratings for the items on the Weapons Chart were determined by comparing the sizes of the projectiles fired by each. Upon further calculation, it has been determined that on this basis, the Power rating for the 10-gauge shotgun should be 8. This has little meaning for the game outside of comparison value with the rest of the listed weapons.

For the time being, treat all Power ratings of 7 and above as 6 for purposes of gun design. Therefore, the PWV modifier would be +40.
TSQ: In the Admistrator File 001, "Operation Sprechenhaltestelle," there is a Quick Reference Code under Personnel Information (p. 21) and Human Targets. I have looked throughout the 001 File and the rulebook and cannot locate the Quick Reference Code Chart which tells me what each letter mean. Please tell me how to do this or where to find it.
TSA: The Quick Reference Code tells how each of the listed personnel is armed. The key to the code is in the TOP SECRET Espionage Role-playing game rulebook (2nd Edition) on pages 21-23 (Weapons Chart). The QRC letters are in the extreme left column, followed by the names and statistics of the weapons they represent.

DISPEL CONFUSION

DUNGEONS & DRAGONS®
Fantasy Adventure Game

DQ: I judged a game where a magic-user fell through a closing pit trap. She wanted to use a *Floating Disc* to activate the opening and get out. Is the disc able to do that?
DA: One surface of the disc is solid enough to do this and it is conceivable that due to the need for the disc to stay within six feet of the caster that a position could be arranged where the disc could open the trap. All of this would have to be carefully planned out and just the right circumstances would have to exist. If the pit were deeper than ten feet it would not work.

DQ: My players want to use a *Detect Invisible* spell to detect secret doors. Is this possible?
DA: The spell effects do allow the caster to note "all invisible creatures and objects within range." It doesn't allow for seeing through objects that block an invisible object. If a tapestry weresecret door, the caster could not see the secret door through the tapestry.

DQ: If a thief hides, the rules say that he or she does not know if the act is successful or not. I maintain that a halfling hiding is different. If a halfling hides, shouldn't she or he be able to tell if it is successful or not?
DA: Although the methods to determine a halfling hide is different, it is the same sort of effort. He or she will not know if such an attempt is successful, just as thieves don't.

DQ: My characters always listen at doors. Because of this I think that I should be able to increase my chances of hearing things through practice. My DM disagrees. Who do you think is correct?
DA: Listening is not considered a learned skill. It is physically not possible to significantly increase one's ability to hear things by constantly "trying" to hear. Your character may practice all he or she likes, but it won't help.

DQ: Do I have to use the Monster Reaction Chart every time characters encounter a monster? What if the monsters are there as guards and the player characters are not supposed to be there?
DA: The Monster Reaction Chart is only to be used as a guide. Naturally, monsters and other beings who have specific parts to play in a dungeon or lair are going to react logically to the situation. They will not be "Possible friendly" if they are being invaded or robbed by player characters. The chart was created to make sure that every encounter between player characters and other creatures didn't result in a pitched battle.

DQ: It says in the rules that "Any victims who die from having their blood drained by a giant vampire bat must make a Saving Throw vs. Spells or become an undead creature 24 hours after death." If they die what difference does it make if they become undead or not?
DA: Although the newly undead characters will not care any more, I can assure you the new player characters that replace them will care when hordes of undead former player characters start ravaging the countryside.

Advanced Dungeons & Dragons®
Fantasy Adventure Game

ADQ: My DM says that I must have the building materials on the site when I use my *Lyre of Building* to create a castle keep. I maintain that the magic of the Lyre creates the materials as well. Who is right?
ADA: The Lyre only provides the magical labor force, it does nothing to create the building materials.

ADQ: Can a Monk character use both *Gauntlets of Dexterity* and +3 gloves (from DRAGON® Magazine) at the same time? Will the effect of one set negate the other when worn together?
ADA: First of all, the items which appear in DRAGON® Magazine are not official unless otherwise stated. Even the ones which are stated to be official are not in final form. They are presented as a rough workup, and they will certainly be adjusted and redefined in some ways before inclusion in any revisions of the system. I can give you a working rational for items such as +3 gloves, but there is every chance that official work (if any) in the future may contradict this.

As a rule of thumb, assume that no character may wear more than one item of the same type on the same part of the body at the same time. Thus, while a ring and gauntlets could conceivably be combined, gloves and gauntlets are the same type of item and could not be used together.

ADQ: A red sphere Ioun stone adds +1 to dexterity (18 maximum). Can it raise a Half-Orc's dexterity above the racial maximun?
ADA: Yes, but only while being used. These things are very powerful and will increase ability scores above racial maxima.

ADQ: I have two Magic-User hirelings and my DM will not allow me to pick all of their spells before we go off on an adventure. She insists that they take things like *Read Magic* and *Read Languages* when I want them to take *Charm Person* and *Magic Missiles*. Is this fair?
ADA: All hirelings in the AD&D game system are not just slaves to their masters every whim. They are unique individuals with established character traits. Your DM has determined that for some reason your hirelings strongly desire to rely on certain spells. This is proper within the rules systems. It becomes your task to determine what causes this and try to turn it in a way that will become useful to you and your adventure. Remember that you can always get new hirelings.

ADQ: My DM forces my player character to display his *Medallion of ESP* every time he wants to use it. I want him to be able to hide it under his clothes so that it can't be detected. It doesn't say that it won't work in the *DMG*. Doesn't it function when covered?

ADA: That particular ruling must stand if your DM wishes it so. But for consistency sake this ruling should apply to your foes as well.

BOOT HILL®

Wild West Game

BHQ: I played in the module *Lost Conquistador Mine* and made the mistake of having my character steal a horse during a getaway from some gunfighters. He was chased down by a Vigilante group and in the shoot out that followed was told that the darkness modified his fire by 20%. Was this fair?

BHA: There were additional rules to the module to take into consideration just these two situations. The Vigilantes were a factor in the west and the rules provide for this group acting quickly in matters centered around " . . . murder, arson, molesting a woman, jailbreak, cattle rustling, horse stealing. . . ." These things could lead to instant hanging. Also, there needed to be some rules clarification on gun battles at night. The modifications for darkness deal with an average night and can be changed at the whim of the referee for exceptionally bright nights or exceptionally dark ones (depending on the type of moon).

BHQ: I want my character to buy a gatling gun and a cannon from the local fort or from the Mexicans across the border. He has already spent over $10,000 trying to get these things, but my referee won't let him have them. I know they exist; why can't I get them for my character when I am willing to pay any price for them?

BHA: You have made one of the common mistakes that many players make in role-playing games. You cannot assume that things that existed in that time period are generally available to all people. An item like a canon would cost a great deal to transport. It could easily ruin game balance and there are several reasons why a person could not get such an item. Even if you got it for your character, there could be a strong case made for it blowing up the first time an inexperienced person used it.

DAWN PATROL™

Aerial Combat Game

DPQ: When the players are setting up a new game using the rule for Random Combat Determination and a balloon is indicated, is the "Location of Combat" table used?

DPA: No. Although most random air battles will occur on the German side of the lines (as occurred historically), balloon games are the exception — they have a 50% chance of occurring on either side of the lines. One die is rolled: 1, 2, or 3 means the balloon will be Allied and a 4 - 6 means it will be German. Incidentally, if there are an odd number of players in a balloon game, the extra player should be on the attacking side.

DPQ: Can a pilot overdive to go beyond the normal restrictions of a maneuver performed in a combat situation?

DPA: No. When a maneuver is performed in a combat situation (that is, any time the use of maneuver cards is called for by the rules — as in a close range, head on attack or a tailing situation), the altitude restrictions are absolute. Overdiving is only done when a pilot wishes to push his plane beyond its maximum dive rate (and he can never voluntarily overdive more than 300' in a game turn).

DPQ: If a pilot is flying a plane with a 90 degree rotary right turn capability and is being tailed, when can he use the 90 degree turn?

DPA: In all situations when the use of maneuver cards is called for by the rules, the rotary right turns can only be made after the completion of the maneuver chosen (that is, not until the plane has moved one square out of its maneuver). This is true for the following plane as well.

DPQ: If only one member of a German two-seater crew has a parachute can he ever give it to the other one?

DPA: No.

GAMMA WORLD®

Science Fantasy Game

GWQ: Why do the characters have to try and figure out things? It should be obvious to any being how a gun or things like that work to anyone who plays many science-fiction games.

GWA: It shouldn't be obvious how things work. Note the illustration above from the S3 module. The devices of the Ancients are years ahead of what we have today. Take into consideration how much the rifle has evolved in 300 years and apply that to the rifle of 300 years from now.

Game balance also plays a part. The characters cannot have everything handed to them on a silver platter. Also, a great deal of fun can be had by presenting the characters with strange objects that would be immediately recognizable to us today.

GWQ: Why in the world are characters automatically hit when struck from surprise?

GWA: This decision was made to reflect how truly helpless a being is in an ambush situation. It was also made to give player characters advantages against the many powerful creatures of the game. It works for the characters more often than against them. If you are getting surprised too often, be more careful with your next character!

GWQ: My referee isn't checking for reaction with the NPCs we meet. She says she has them already planned out.

GWA: In all role-playing games, the referee calls the shots, right or wrong. This case is perfectly acceptable if the breaks go with the group as often as against them. Remember, when it stops being fun it's time to stop playing.

GWQ: I have a list of weapons I would like to use in the game. Would you list what Weapon Class they should be and the amount of damage they cause?

GWA: I can list what I would place on them as a referee. What your referee wants to do could be a vastly different matter.

Weapon	WC	D
Bolo	1	1d8
Sheriken	2	1d4
Quarter Staff	2	1d6
Machine gun	11	4d8
Vibro Sword	5	40 pts.
Thrown boulder	1	var.
Thrown humanoid body	1	1d6
Squirted liquid	(any type)	var.
Fist	(Per attackers HD)	1d6
Driven vehicle	2	var.
Indirect fire weapons	3	var.

* var. means variable depending on the wishes of the referee.

GWQ: I have a mutated bear character and my referee maintains that since it hasn't any armor its armor class is 10. I say it should be 5, just like a Dabber or a Jeget.

GWA: The armor class of a species is not just based on the thickness of their fur or hide. It is also a function of the species' speed and size. The 10 for no armor applies to human types that are walking around in their skin and little else. I agree with you that a bear type rates better than a 10. It is still up to your referee to determine the actual number. I would say it rates anywhere from 7 to 4 depending on how fast the creatures of your referee's world are. I would place it at a 4 in mine.

Gangbusters™

1920s Adventure Game

GBQ: I like the fistfight system in the game, but I don't get to use it very often. Everyone is always carrying guns. This often leads to losing a lot of player characters. What can I do?

GBA: There are several ways to decrease the lethality of your game:

1. Remind your law enforcers that a live criminal full of information is more valuable than a dead one. Of course, you have to have done your homework as judge and worked out what the captured criminal will know!

2. There are many situations where characters begin hostilities 10' or less away from one another. Have NPCs you are running attempt to disarm and fistfight in such situations. Your player characters will quickly see the advantages of this type of procedure.

3. You can always have your law enforcement agencies issue warnings to officers about the use of firearms in crowded public places or the public streets. As judge, you could assign a percent chance that missed shots hit innocent bystanders, resulting in legal actions against the officers who fired.

GBQ: I have been playing in the GANGBUSTERS™ game module *Murder in Harmony* for weeks now and finally believe I know who the killer was. Tell me if it was Frankie Sansotta? It must be him.

GBA: That module has received a great many good comments. I won't tell you if you are right or wrong, but that module is one of the best reasons why playing GANGBUSTERS game can be so much fun. There are few modules out right now that will make you work harder to solve your adventure.

STAR FRONTIERS™

Science-Fiction Game

SFQ: Can I have a planet with green sky?

SFA: Yes, but it will be a very rare thing. The color of the sky around most planets that have atmosphere will be either blue like Earth or reddish. The color has less to do with the color of the planet's sun than with what is in the atmosphere. The light from the sun is deffracted by things that hang in the atmosphere. On Earth, water and dust diffract the "white" light of the Sun and create a blue sky. This will be the case on most planets. If there is a lot of dust in the air, the sky will have reddish color, much like the sunset on Earth.

A green sky could happen if there were photosynthetic algaes or microplants floating in the atmosphere. The plants would absorb some of the sunlight to grow, creating clouds of green haze.

This in turn could lead to other problems. The heat coming from the surface of the planet would be bounced back by the cloud layer. This would raise the temperature of the planet. This is called a "greenhouse effect." Venus is an example of this. Also, with the increase in heat, more water would evaporate into the air, so it would rain more often. Also, the algae or micro-plants might make breathing the air dangerous since these plants would be drawn into the lungs. On such a planet, a gas mask or filter would be necessary. Such a planet would not be a very pleasant place to live.

SFQ: Is it possible to have a world entirely covered with water or a planet that has no water?

SFA: Yes, it is; either extreme wouldn't be places very suitable for human life. An all water planet would probably be nothing but a misty globe with the atmosphere almost as full of water as the surface itself. A totally dry planet has no water necessary for human life or to help protect the planet from harmful radiation emitted by its sun. Under current theories, neither planet would be considered suitable for human life.

SFQ: I played in STAR FRONTIERS™ game Referee's Screen Mini-Module and had the misfortune to have my character release the spores in the Medical Lab during a combat with Sathar. I say that opening that section of the ship to the vaccuum of space should have cleared out the spores. My referee insists that that wouldn't be enough.

SFA: If your referee maintains that outer space will not kill the spores, that is the final answer. Remember that the ship was found floating in space with its systems shut down. This would support the resistance to the effects of outer space vaccuum on the spores. There was a cure in the lab area for the disease but when the ships areas are hit with vaccuum this could easily destroy the more delicate equipment on board.

TOP SECRET®

Espionage Game

TSQ: A sniper fires at his target and misses. The target runs, but another character shoots and kills the target. Would the assassination be clean or ultraclean?

TSA: Because the assassination took more than one shot, it is considered a clean assassination, not an ultraclean. If both agents missions were to assassinate the target they would share the 300 experience points equally. If either agent were an assassin, that agent would gain an additional 100 point bonus. If either character were an NPC, the experience points would still have to be shared.

TSQ: Some of those Areas of Knowledge are pretty useless. Why would anyone want to have knowledge in things like Religion or Home Economics and play the game?

TSA: One of the most interesting concepts in the TOP SECRET game is the fact that all bureaus must have a large knowledge pool to draw from in working out assignments. All of the areas listed can play an important part in working out a mission. A mission could take an agent to the Vatican where knowledge of Religion is essential for the agent to get around. A good administrator will make sure that their game uses the skills of all the player characters.

TSQ: My player character likes to use a crossbow in his assassinations. I question the 6 phases to reload one. The newer models break and are ready to go in 3 phases or less. If I can prove to my administrater that this is true can the reload time be lessened?

TSA: The time given for that weapon didn't take into consideration any unusual designs. If you present proof there is no reason why the reload time can't be changed. Give some thought to the environment at the time of reloading. If there is a need to stay hidden or the agent is trying to do something else, these factors will be important in the reloading time.

DISPEL CONFUSION

If you have Dispel Confusion *questions you'd like answered, address them to P.O. Box 756, Lake Geneva, WI 53147, Attn: Penny Petticord.*

DUNGEONS & DRAGONS®

Fantasy Adventure Game

DQ: A third level magic-user is entitled to use two first level spells and one second level spell. Can the character opt to use three first level spells?
DA: No. Spellcasting characters are entitled to precisely the number and level of spells specified in the appropriate table for their class and spell. Spell levels are not interchangeable.

DQ: Could a cleric use a dagger to cut rope or something and not break religious beliefs?
DA: Of course. The restriction only applies to use of edged weapons in combat. No penalty should be applied for using a knife to perform everyday non-violent functions

DQ: Would a thief's backstabbing bonus also apply to missile fire?
DA: No. Backstabbing is a special ability of thieves that can only be done with a melee weapon. If a thief fires a missile at a target's back, the special bonuses for a backstab attempt do not apply. The attack is treated the same as a rear attack from any other class would be. Thieves do not get double damage with missiles.

DQ: Can other characters strike "unnoticed from behind"? If so, what bonuses would they gain?
DA: Any character may occasionally have the opportunity to strike from behind, but unless the attacker is a thief whose approach has not been seen or heard, the special bonuses for hit rolls and damage do not apply.

Assuming that the attacker is not a thief, a rear attack may still be more advantageous than a front, depending on the victim. For normal rear attacks, the DM may adjust the victim's Armor Class to fit the circumstances. For example, if the victim's usual AC includes a shield, the DM may choose not to count that shield toward the victim's AC for the purposes of this particular attack, since the shield would not normally be used to protect the rear. Likewise if the victim is unaware of attackers from behind, the DM may choose to discount the dexterity bonuses on the grounds that the victim is not trying to dodge the blow. Rear attacks will inflict normal damage unless they are backstab attempts by thieves, in which case damage is doubled. In the AD&D™ game there is a standard +2 bonus for non-thieves stabbing from the rear, but no such extra bonus applies for the D&D® game.

DQ: Is the damage of a dragon's breath weapon equal to its hit points? If so, does the damage of the breath weapon decrease as the dragon's hit points decrease? Why?
DA: The damage delivered by any of the dragon breath weapons is equal to the dragon's current hit points (halved by a successful saving throw). The damage delivered decreases along with the dragon's hit point total. Therefore, a dragon will always breathe on its first attack unless circumstances prevent this, as use of the breath weapon in subsequent rounds might not be as effective. The reason for this is that as the dragon takes damage, it is no longer able to use its breath weapon as effectively due to pain, weakness, etc.

DQ: If a silver-tipped arrow is used for monsters requiring magical weapons, is there any adjustment in to hit or damage rolls?

DA: No. The usual silver-tipped arrow (or other silver-coated weapon) is not magical. Hit rolls and damage are modified only for character ability scores and any spells in effect (such as *Bless*). If the monster description states that a given creature can only be hit by magic weapons, non-magical silvered weapons will be of no use. But if it specifies magical *or* silver weapons (such as for wights and lycanthropes), either will be effective. The silvered weapons are expensive, but they are generally easier for characters to obtain than magical ones. Therefore, it is wise for a low-level party that has not yet collected many magical weapons to carry a few silver-coated ones in case these special creatures are encountered.

Advanced Dungeons & Dragons®

Fantasy Adventure Game

ADQ: What AC do the "hands" produced by the *Bigby's Hand* spells have?
ADA: The Armor Class of the "hands" is the same as the current AC of the mage who cast the spell.

ADQ: Can the *Bigby's Hands* be hit by normal weapons?
ADA: No, magical weapons are required to hit them.

ADQ: Is the protection afforded by a *Cloak of Displacement* cumulative with armor?
ADA: Yes.

ADQ: In reference to Artifact Table V on page 223 of the *DMG*, what is Monster Summoning VIII (Prime Power letter M)?
ADA: The "VIII" is a misprint — there is no such spell. It should be Monster Summoning VII.

ADQ: Are the magical protection bonuses from a: *Cloak of Protection*, *Ring of Protection*, *Displacer Cloak*, and *Ioun stones* cumulative?
ADA: Yes, all are cumulative except the cloaks, because a creature may only wear one cloak at a time.

ADQ: What is the underwater range of a crossbow?
ADA: Maximum underwater range for a heavy crossbow is 30 feet, as in the Sahuagin monster description (*Monster Manual I*).

ADQ: If a character in chain mail wears *Boots of Elvenkind*, is the movement still silent?

ADA: No. The boots are not effective when worn with metal armor.

ADQ: If a monk whose listed AC is 2 is surprised, does the AC become 10?

ADA: No. This is a function of the monk's special training. The monk's standard AC always applies, even in surprise situations, unless the DM adjudicates otherwise.

ADQ: Which combat table do monks use, thieves' or clerics'?

ADA: Monks attack as clerics, not thieves.

ADQ: Do monks get constitution bonuses on both first level dice?

ADA: Yes. The constitution bonus is a function of hit dice, not level.

ADQ: What class is the monk treated as for certain psionic disciplines, such as *Body Weaponry, Cell Adjustment*, and *Domination?*

ADA: Treat the monk character as a thief of the same level for purposes of determining the effects.

ADQ: How much money does a multi-classed character start with?

ADA: A multi-classed character is entitled to the total starting cash for all professed classes combined.

ADQ: When viewing a nymph, are the saving throws vs. Death or Spells?

ADA: Against the death result, the victim must make a saving throw vs. Death. Against the blindness effect, the victim must save vs. Spells.

ADQ: What kind of attack do piercers have after they land? What is the damage for the succeeding rounds after a successful first attack?

ADA: None. Their sole attack mode is dropping on the intended victim. There is no further damage after the first attack.

Proper staging and the creation of the right atmosphere is the key to running piercer encounters. Piercers should be used in quantity for encounters. The classic piercer attack is to have masses of the creatures dropping on the party as it runs through an area.

ADQ: What will a piercer do after the first attack?

ADA: Since it can inflict no further damage, a piercer will ignore the party and climb the nearest wall if its victim is still alive and circumstances permit.

ADQ: If a *Polymorph Self* spell is used to change to a creature capable of moving in the astral and ethereal planes (xorn, phase spider, Ki-rin, etc.), can the character then also use the appropriate "mode of locomotion" and go plane-traveling?

ADA: No. The *Polymorph Self* spell allows locomotion only within the plane in which it is cast.

ADQ: The psionic *Levitation* power has a duration of one turn/level of mastery. What is the time period involved?

ADA: Psionic *Levitation* can be used once per day.

ADQ: Can elves and gnomes have psionics?

ADA: Yes, psionics are possible for both these races.

ADQ: Do high constitution rangers get a bonus for both first level dice?

ADA: Yes. Constitution bonuses to hit points are a function of hit dice, not level.

ADQ: How do rangers acquire magic-user spells?

ADA: Just as magic-users do — they must be taught by higher level magic-users.

ADQ: Do rangers and paladins need material components for their spells?

ADA: Yes. Unless otherwise stated, spells cast by rangers and paladins require the same components as the corresponding magic-user, clerical, or druidic spells.

ADQ: The *Ring of Wizardry* doubles the number of first level spells that can be memorized. What if the magic-user has two rings? Are the first level spells tripled?

ADA: Yes. Each ring doubles the original spell capacity.

ADQ: What is the duration for the paralyzation ability of the *Rod of Lordly Might?*

ADA: Paralyzation from the rod lasts 1-4 turns.

ADQ: What damage does the giant slug's acid do?

ADA: The acid inflicts 4-32 hit points of damage.

ADQ: Is there a saving throw vs. giant slug acid? If so, what kind?

ADA: Yes. The victim is entitled to a saving throw vs. Breath.

ADQ: Can dwarves, gnomes, half-elves, half-orcs, or halflings become spectres?

ADA: Half-elves and half-orcs can; the others can't. Only human or part-human characters can become spectres.

ADQ: Does the *Fire Shield* return magical and strength bonuses, or just the base damage roll?

ADA: The applicable damage bonuses are included.

How do rangers acquire magic-user spells [in the AD&D® game]?

BOOT HILL®

Wild West Game

BHQ: Is there an encumberance limitation when buying weapons?

BHA: A pistol weighs about 4½ pounds; a rifle about 8-10 pounds; 50 rounds of ammunition about 2 pounds. A modern soldier carries about 50 pounds of gear. Cowboys should carry less than that. If your character can afford a weapon, he/she can own it.

BHQ: What's the difference between a SAR and a DAR, or a rifle and a carbine?

BHA: A SAR is a single-action revolver. A character must cock the hammer to revolve the cylinder and prepare the gun to fire. A DAR is a double-action revolver which is self-cocking when the trigger is pulled.

A rifle has a longer barrel and greater range, and holds more rounds of ammunition than a carbine.

DAWN PATROL™

Aerial Combat Game

DPQ: Can an plane coming out of a cloudbank tail another in that same turn?

DPA: No. An aircraft emerging from a cloudbank may not begin tailing until the next turn.

DPQ: My character was in a Sopwith Snipe that was badly shot up, and I knew he wasn't going to make it to the ground. I decided that my character should have his plane ram the enemy's plane. The rest of the group protested and voted against letting me do this. Who was right?

DPA: Intentional ramming was a rare occurence. This action would be consid-

ered an "atrocity" and looked down upon by all respectable airmen. It can logically be argued that any pilot would want to try to land his plane no matter how slim the chances were.

DPQ: I have a hard time believing some of the luck rolls other players claim they make. Sometimes I could swear that my character has hit a plane several times, but the other players still claim that their characters' plane is fine. Is there anything I can do to prove them wrong?

DPA: Not playing with them is the best idea, but if that's not a viable alternative for you, simply keep track of their hits and location. If they see you doing this it won't be long before you can be sure they are being honest in their record keeping.

GAMMA WORLD®

Science Fantasy Game

GWQ: Why are pure strain humans given so many benefits over other player characters?

GWA: After the game had been out for awhile, we noticed a trend; players were playing mostly humanoid mutants. Players were creating characters which took all of the advantages of a human body and added the powers of mutation. Further, we felt that the concept of pure strain humans surviving after the war years was a vital one. To encourage the playing of pure strain humans, they were given benefits which would add to the chances of their survival — and in the GAMMA WORLD game, characters can use all of the help they can get!

GWQ: Why can't characters increase in hit points like they do in every other role-playing game?

GWA: The GAMMA WORLD game concept deals with a savage environment which requires that all beings start out as tough as possible. This forces the player character to start out strong. The emphasis is on material and intellectual development, as opposed to physical development.

GWQ: How many spines can the Horl Choos throw in a given melee turn?

GWA: The plant can throw 1d8 at any single target and 1d4 at up to five targets in its thirty meter range. When the plant is faced with over five targets it will refuse to fire, not wanting to get destroyed in some type of stampede.

GWQ: Are the creatures and plants listed in the booklet edible?

GWA: If you can catch them and can kill them first, I think that you deserve to eat them. Just watch out for the many poison glands that most of them have in unusual parts of their bodies.

GWQ: I have a player character who died and was placed in a functional life chamber. She was brought back alive, but my referee tells me she has total amnesia and can't even speak the language. Is this the way a life chamber is supposed to work?

GWA: A function of the chamber is to strip away all of the technological knowledge of the character. The referee may determine that all knowledge has been taken away, but this seems a little extreme. On the other hand, your character has been granted life again. If the character was worth anything to begin with, you got a luck break.

GWQ: My mutated wolf character encountered and was killed by a general household robot. I don't believe these things are programmed to attack creatures. Am I wrong?

GWA: A general household robot could have a pest control program. It may have considered you a pest, and controlled you the best way it knew how.

Gangbusters™

1920s Adventure Game

GBQ: The price list does not give the price of a shotgun. How much is it?

GBA: A standard shotgun costs $75. As always, the GM may adjust this value to fit special circumstances if desired.

GBQ: The diagram for shotgun fire at the bottom of page 11 in the rulebook says that all targets take 10 points damage for ranges of 26' - 75', but the rules and charts state that targets only receive 5 hit points. Which is correct?

GBA: The diagram is correct. Targets should receive 10 points of damage.

GBQ: My grandfather was a military policeman during the 1920s and it sounds like a fun thing to try, but my referee won't let me play a character like that because it isn't standard to the game. Am I out of line for asking to play this type of character?

GBA: There are problems with setting up a character like this one. This character isn't just a glorified cop. There is rank to consider, as well as the fact that such a character would mainly be concerned with military and not civilian situations in Lakefront City. Although you could probably talk your referee into letting you play one of these types, it probably wouldn't be as much fun as you might think, because you would be constantly forced away from the action that everyone else is experiencing.

GBQ: My character fired a burst from a Thompson, and my referee said it hit a nearby friendly policeman. I say that my character could aim the burst towards the area I designated, but he says I couldn't.

GBA: The rules say ". . . If the dice roll indicates a hit, then all characters in the firing character's Field of Vision are hit." This means that the cop took one no matter how hard your character tried to direct it away.

STAR FRONTIERS™

Science-Fiction Game

SFQ: In the second paragraph of the section on "Administering Drugs" (page 16 of the Expanded Rules), it mentions 24 hours as the time limit after which a character whose stamina is at 0 or below cannot be revived. Shouldn't this be 20 hours as stated elsewhere in the section?

SFA: Yes. The time limit should be the standard 20 hours.

SFQ: On page 20 (Expanded Rules), it states: "For every tenth of a gravity (.1 G) less than 1.0 . . . the distance a character can leap and vault is increased 5 m." That seems rather large. Is this value correct?

SFA: No, the decimal point has been left out. The distance a character can leap and vault is increased .5 m for every .1 G less than 1.0.

SFQ: On page 34 of the Expanded Rules, it states that "MEDIUM movement is 16 to 75 meters/turn." Is this correct?

SFA: It should be 46 to 75 meters/turn.

SFQ: The Ranged Weapons Modifier Table on page 22 of the Expanded Rules and the text on page 32 disagree with what is printed on the centerfold and the Referee's Screen in reference to attackers and targets in vehicles.

SFA: All the correct information is in the book, but it isn't all in the same place. The correct modifiers are as follows:

Attacker in fast vehicle: -20
Attacker in slow vehicle: -10
Target in fast vehicle: -20
Target in slow vehicle: -10

SFQ: In the defense table on page 40 of the Expanded Rules, the power used up by the albedo screen is stated to be 1

DISPEL CONFUSION

DUNGEONS & DRAGONS®
Fantasy Adventure Game

DQ: In Module B4, the text says that Zargon is "no god," yet his clerics have spells. Are they (unknowingly) worshipping the creator of Zargon who is an evil god and just looks like him?
DA: You're very observant. Zargon cannot be granting the spells to his clerics. Therefore, there is in fact a greater evil force behind Zargon that is actually granting the spells through him. The evil one need not bear any resemblance to Zargon, although it doubtless has the power to take Zargon's form if that should suit its purposes at some time. Zargon is at best an intermediary. The force behind Zargon is as yet unnamed.

DQ: If a character is wearing a *Ring of Weakness*, what are the effects of a *Potion of Growth, Gauntlets of Ogre Power, Potion of Giant Strength, Girdle of Giant Strength*, sword with extra damage, and other similar items?
DA: The damage bonuses for a magical sword will be in effect as usual. Magical weapon bonuses are part of the weapon and do not depend upon the strength of the wielder. None of the other items work on a character wearing a *Ring of Weakness*. The *Ring* magically holds the character's strength score to 3, and no other strength-adjusting magic items will change that until the *Ring* is removed.

DQ: Are magen (in module X2) affected by a *Charm Person* spell?
DA: No, magen are constructs, which are normally immune to *Charm Person*.

DQ: Does the duration of one turn in a *Magic Missile* spell mean that a magic-user or elf casting it can "save" a missile or two to shoot later during the ten minute period?
DA: Yes. After the spell is cast, the missiles appear as glowing arrows which hover next to the magic-user until shot. They will move with the magic-user until shot or until the spell duration ends. They automatically hit any designated visible target, and if the magic-user is of a sufficiently high level to produce multiple missiles with the spell, they may be shot at different targets.

DQ: What about the "visible" requirement for a *Magic Missile* spell? Could a *Detect Invisible* spell allow the caster to use a *Magic Missile* spell against an invisible target? What about dumping paint over an invisible creature?
DA: Either of these methods will work. A caster with a *Detect Invisible* spell running can use a *Magic Missile* spell against any targets the spell picks up. A *Detect Magic* spell will also work if the target is magically invisible, or if the invisible creature is carrying magic. Mechanical methods of negating invisibility will also enable the use of a *Magic Missile* spell. (Paint might not be immediately available, but flour serves the purpose as well.)

DQ: Is the full crew of a ship assumed already figured into the cargo? (If not, a war galley with full crew may carry less than 20,000 cn instead of 60,000.)
DA: The crew's weight is already figured in. The stated capacity is how much the ship may carry in addition to the crew.

DQ: Are there female dwarves?
DA: Yes, you may play either a male or female of any character class. It is a matter of preference on your part; the sex of the character does not affect its abilities.

DQ: Is a wight affected by *Sleep* spells?
DA: No. Undead monsters (including wights) are not affected by *Sleep* and *Charm* spells.

DQ: What happens after a door held by a *Hold Portal* spell is subsequently opened by some creature or by a *Knock* spell? Will it be held again?
DA: Any creature three or more hit dice greater than the caster of the *Hold Portal* spell may break open a held portal in one round's time, or it may be opened with a *Knock* spell. In either case, the portal will relock if allowed to close within the duration of the spell. (Of course if the door is physically destroyed the spell is useless.)

DQ: Can a creature refuse to respond to a character using a *Helm of Telepathy*, or does the character automatically read the creature's mind accurately?
DA: The *Helm of Telepathy* allows a living creature to "hear" the projected thoughts of the wearer. That is, the wearer of the *Helm* can send thought messages to any desired creature within range, and the messages will be understood regardless of language barriers. The creature receiving the thought messages may respond by thought if desired, but may also refuse to respond.

The wearer of the *Helm* may likewise read the thoughts of any willing creature within range. A creature that is unwilling to have its thoughts read is entitled to a saving throw vs. Spells. If it fails the saving throw, the wearer of the *Helm* can read the creature's thoughts; if it makes the save the wearer of the *Helm of Telepathy* will not be able to read its thoughts.

To make the *Helm* work, the wearer must concentrate on the creature, and may not move or cast spells while sending or receiving thought messages.

Advanced Dungeons & Dragons®
Fantasy Adventure Game

ADQ: Is there a verbal component for clerical turning?
ADA: No. Turning is possible even in a *Silence 15' radius* spell.

ADQ: How many segments does turning take?
ADA: Zero, but it may lose to initiative. (It does not count as an "action" for the round.)

ADQ: Can good clerics have familiars? If so, what and how?
ADA: Clerics do NOT get familiars, but one may be "loaned" to a cleric for exceptional service. The type of familiar so "loaned" is determined as for magic-users. ("Special" results also apply.)

ADQ: Can a groaning spirit be turned by clerics?
ADA: No. Although it is stated to be a type of undead, it is not subject to clerical

turning.

ADQ: Can neutral clerics turn undead or paladins, and can they control them?

ADA: A lawful neutral cleric affects undead (or paladins) the same as a good cleric does; a chaotic neutral cleric affects them as an evil cleric would. (Note that if a character exhibits a marked tendency toward good or evil, the DM may allow this to overrule the normal result.)

ADQ: Are monks a subclass of clerics? Of thieves? Of both? Of neither?

ADA: The monk is a character class in and of itself, not a subclass.

ADQ: With the dual-classed human option, can a character switch from a class to a subclass (fighter to paladin, for example)?

ADA: No. A character may not switch to a subclass of the original class.

ADQ: If a dual-classed human character who is still operating only in the second class (i.e. not yet able to use the benefits of both classes) is hit by a vampire, from which class are the levels drained? If they are lost from the second class, are hit points lost as well (assuming the character has not yet gained any additional hit points from the second class)?

ADA: The levels come off the second class, since that is the one in which experience is currently being gained. If no new hit points were gained with those levels, none are lost in the level drain.

BOOT HILL®

Wild West Game

BHQ: How could a derringer do as much damage as a repeating rifle?

BHA: As far as game mechanics are concerned, the extent of damage from a gun depends upon the size of the bullet. Although a derringer is a small gun, it can fire ammunition around the same size as that of the average repeating rifle, so the damage ratings are the same. The main difference between the weapons is the range, which is a function of barrel length. (The farther a bullet has to travel before emerging from the barrel, the longer the range it has.)

BHQ: If you draw two guns, there is a penalty of -3 to first shot determination. If you draw an FDR and an SAR, which speed do you use in comparing it to an opponent's speed? Which gun do you take the -3 off?

BHA: You take the -3 off both guns. Under normal circumstances, you compute the first shot determination using the fastest weapon.

BHQ: Under the weapons chart, when it says reload rate, does a reload rate of 3 mean that it takes 3 turns to reload? When reloading, do you just stand out there being shot at while reloading your gun?

BHA: No. The reload rate number tells you how many rounds you can reload per turn. You can replace up to 3 rounds in one turn for a weapon with a reload rate of 3. (Reloading involves taking the spent casings out of the cylinder and putting in fresh cartridges.) While reloading you may walk, kneel, or drop prone, but you cannot run, evade, ride a horse, etc. It is recommended that you find cover while reloading.

BHQ: In the O.K. Corral example, I cannot understand why Morgan Earp has a 92% chance to hit. The way I figure it, the Base Accuracy is 82%, with a +10 modifier for short range and a -10 modifier for hipshooting, giving an overalll 82% chance to hit. Could you please explain how you get 92% Base Accuracy on the first shot?

BHA: 82% is correct. The book is in error. Apparently the hipshooting modifier was added to the example as an afterthought and the totals were never changed to take it into account. The ratings should be 82/72/62 for Morgan's three successive shots.

GAMMA WORLD®

Science Fantasy Game

GWQ: The turbine car is listed on the transport tables in the Revised GAMMA WORLD game but is not detailed in the Transport section in the details of vehicles. What happened?

GWA: The car is detailed in the old set but was missed in the new one. For those of you who do not have a set of the old rules, here's the car:

Turbine Car

These holdovers from the 23rd century were still in limited use. They are all wheeled, and powered by an efficient turbine which burns fossil fuels. A solar cell on the roof powers the lights, radar, and climate control systems.

GWQ: Are the 5 points of damage the portent can absorb cumulative over any melee rounds or is 5 a total from melee round to melee round?

GWA: It's 5 points of damage from each melee round.

GWQ: I have some plant player characters in my campaign from the old GAMMA WORLD game rules. The new rules do not allow for this. Should I make them start over?

GWA: The GAMMA WORLD game is a very open system. Don't take everything from the new version and change what you are used to. Just fill in the gaps with what works best.

GWQ: How do the feathers of the terls warn it of radiation?

GWA: They change color to a deep red. The deeper the red the higher the radiation. These feathers will do this once after being detached from the mutant.

GWQ: My player characters want to use the disposable jet spray drugs as weapons. What should the Weapon Class of that spray be?

GWA: Make it Weapon Class 3 but keep track of things like wind or artificial protections on the body this spray strikes.

GWQ: Is it possible to use the Anti-grav Sled as a vehicle?

GWA: This sled was first designed to lift heavy weights and make them easy to carry. If an intelligent being wants to use it much like a modified skateboard it is perfectly acceptable. Double their normal walking and running rates.

GWQ: I like the GAMMA WORLD game a lot and can forgive some of its more amazing concepts, but how in the world can the poison of a fish change a something to stone?

GWA: Treat the chemical given off by the ert as a catalyst that takes minerals from the air and nearby environment and forces them into the body of the bitten creature. The effect appears to cause the creature to turn to stone. If this isn't believable enough treat the bite as magic and enjoy the effect on your player characters without understanding it.

STAR FRONTIERS™

Science-Fiction Game

SFQ: What is the limit to the number of skills a character can know?

SFA: The only limit to the number of skills a character can acquire is how many the character can "afford." Experience points accumulated during adventures can be spent to gain skills as described on page 11 of the Expanded Game Rulebook. The character may spend any or all of the accumulated points at a time. There is no upper limit.

SFQ: Can Dralasites use two weapons without getting a penalty? On page 4 it says they can, but on pages 6 and 23 it says they can't.

DISPEL CONFUSION

DUNGEONS & DRAGONS®
Fantasy Adventure Game

DQ: Can a gold dragon use its breath weapon when in human or animal form?
DA: No. The breath weapon is a physical function of the creature's dragon form and cannot be used when the dragon assumes another shape. It must change back to its original form before a breath weapon can be used.
DQ: The *Dungeon Masters Guide* says that characters must attack with "the flat of the sword" to subdue a dragon, and that missiles and spells cannot be used for subduing it. What about non-edged weapons (i.e. mace, war hammer, etc.)?
DA: Yes, blunt melee weapons such as maces, war hammers, and clubs can also be used to subdue a dragon. Subduing a dragon involves trying to "batter" it into submission without killing it. Your attacks must not be potentially lethal because you are simply using a show of force to convince it to surrender. You can control your attacks with most melee weapons by stating your intention to use them in a less deadly manner. But missile weapons and offensive spells are always potentially lethal because you cannot avoid doing actual hit points of damage with a successful attack. Therefore, they are not usable for subduing it.
DQ: What would a weapon's AC be against the attack of a rust monster?
DA: Weapons don't have an armor class unless otherwise stated. Use the AC of the *character* being attacked to determine whether the rust monster hits. For example, suppose you have a character with normal sword, chain mail, and shield (giving a total AC of 4). You encounter a rust monster. It must hit AC 4 with its Hit Roll to rust one of your metal items. If it fails to hit AC 4, it misses your character entirely. The DM may choose which of your metal items is destroyed on the monster's first successful hit, or it may be rolled randomly. For example, the DM may choose to have the first hit destroy the shield on the grounds that you are moving it to intercept the monster's blows. (Remember that your character's AC will drop when either armor or shield is destroyed.) A rust monster can automatically hit a weapon lying unguarded on the floor.
DQ: How does the DM determine which weapon a humanoid monster (orc, goblin, hobgoblin, etc.) will use?
DA: The DM should plan the monster's weapons right along with the rest of the scenario when designing a homemade dungeon. Choices should take into account the location, size, and purpose of the lair, how and where the creatures are getting the weapons, weapon preferences of the monsters (if any), and (if the variable weapon damage option is used) how much damage the DM intends the creatures to do. Size of the creature is also a factor. Small humanoids such as kobolds probably favor small weapons just as halflings do; man-sized creatures such as orcs generally use the same types of weapons as humans. Weapon choices for random encounters should take into account any of the above factors that pertain to the situation.
DQ: Besides the weapons mentioned in the halfling class description (Revised Basic Rules), are there any other weapons a halfling cannot use?
DA: A halfling may use any small-sized weapon (such as a dagger, short sword, or short bow). They may not use large-sized weapons (such as two-handed swords, longbows, battle axes, pole arms, etc.). Normal swords may be two-handed.
DQ: Can a troll use a crossbow? Why or why not?
DA: Given time it could probably figure out how to use one, but trolls normally attack with their bare hands since they do far more damage with their teeth and claws than they could with a weapon. Don't forget that a troll gets three attacks/round in melee, whereas it would only be entitled to one with a weapon.
DQ: Can spells be used against a creature in gaseous form?
DA: It depends on the spell. Spells with a "touch" range cannot be used on gaseous creatures since they have no solid material form. Area effect spells, such as *Fireball* and *Charm Person* have their normal effects (saving throws apply). A *Magic Missile* spell will also work provided that the caster has some means of seeing invisible creatures in operation at the time.

Advanced Dungeons & Dragons®
Fantasy Adventure Game

ADQ: Could an illusionist cast a *Prismatic Wall* on a creature? Would the creature take 70 hps, death, petrification, etc.? Would the creature get a saving throw or would the illusionist have to roll "to hit" the creature?
ADA: A creature might be caught inside the *Wall* when it goes up, but it will suffer no ill effects. The *Prismatic Wall* affects only those entering it — there is no effect on a creature already inside.
ADQ: If a magic-user, illusionist, cleric, druid, ranger, or paladin loses a level due to energy drain, what happens to the spells already memorized? Does the character lose some?
ADA: Yes. Spellcasters who lose levels also lose use of the spells gained as a result of those levels. When the level drain occurs, use the appropriate "Spells Usable By Class and Level" Table to determine how many spells of each type can be carried at the character's new level. Then randomly determine which of the spells *currently* known will be immediately forgotten to bring the spell load in line with the character's lower level.
ADQ: On page 104 of the *Players Handbook*, "parrying" is mentioned briefly. I find no mention of it in the *Dungeon Masters Guide*. Could a 13th-level fighter parry two attacks per round? Parry once and attack once? Can you parry multiple attacks?
ADA: A character who chooses to parry can do nothing else that round, so no return attacks are possible (regardless of

the number of attacks to which the character would otherwise be entitled). The parrying bonus can be used only against one attack per round. Subtract the strength bonus (if any) from the attacker's "to hit" roll. (Note that only very strong characters benefit from parrying.)

ADQ: *Monster Manual II* says that Belial is the most handsome of all the arch-devils. Is he handsomer than Asmodeus?

ADA: No, Asmodeus is the handsomest devil. Since Asmodeus is in charge, he is obviously the cleverest and most charismatic of all the infernal beings.

ADQ: Are dual-classed characters entitled to additional weapon proficiencies when they start the second class? For example, suppose a 6th-level fighter with a strength of 16 and a wisdom of 17 becomes a cleric. He was proficient with six weapons as a fighter: longsword, long bow, dagger, crossbow, javelin, and medium lance. He cannot use any of those weapons and still gain experience as a cleric. Is he now eligible for the two weapon proficiencies that a first-level cleric can have in addition to the first six?

ADA: Yes. Weapon proficiencies for dual-classed and multi-classed characters are cumulative, so characters are entitled to proficiencies as per the appropriate levels for all classes professed. A dual-classed character gains additional weapon proficiencies as per the second class. Note that no further proficiencies for the original class may ever be gained after the character takes up the second profession.

ADQ: Can a spellcaster opt to do less damage than he is entitled to with a spell such as *Fireball*?

ADA: Not unless the spell description specifically allows it. Damage from *Fireballs*, *Lightning Bolts*, etc., is a set range depending upon the caster's level. The caster cannot control or lessen the damage. So a *Fireball* from a 6th-level caster will do 6d6, whether the mage wants that much or not.

ADQ: What is the correct hit dice listing for the pyrolisk? *Monster Manual II* lists it as 43.

ADA: The pyrolisk should have 4+3 hit dice, not 43.

ADQ: What would happen to a creature going through a *Passwall* tunnel if it suddenly closed up?

ADA: The creature would be imprisoned in that spot and would probably die from suffocation if not rescued within a few minutes.

ADQ: Can an illusionist create a creature with a gaze attack from the *Shadow Monsters* spell? Will the gaze attack work since the monsters created by the spell are in part real?

ADA: The gaze attack is real some of the time. Use the percentage of normal damage potential given by the spell description (i.e. 20% for *Shadow Monsters*, 40% for *Demi-Shadow Monsters*, and 60% for *Shades*) as the chance that the effects of the gaze attack will be real. Check each time the gaze is used. Victims are still entitled to the appropriate saving throw.

BOOT HILL®

Wild West Game

BHQ: On page 17 of the BOOT HILL Rulebook, it states that a civilian scout for the army earns $75 per month. Yet in DRAGON® Magazine #76, in the article "Saved by the Cavalry," it says that a civilian scout earns $1 to $2 per day, which would be a monthly total of $30 to $60. Which is correct?

BHA: Different sources give different data. According to most contemporary accounts, $1 to $2 per day is correct for 1876. A scout captain or a veteran might receive more, as might a civilian scout in the 1890s. As a rule of thumb scouts are a little better paid than soldiers, but not greatly so.

BHQ: That same article points out that "While brawling, soldiers receive a 5% bonus on their hitting and chance to do damage." The system for brawling as explained in the rulebook uses no percentages and has only one roll necessary. How can this 5% be used on the brawling tables?

BHA: The BOOT HILL game system was to be redesigned, using percentages for all rolls, but that has been postponed. Consider the 5% bonus as a +1 to the fighter's roll (1/20th of 100% = 5%).

BHQ: The article also explains how soldiers gain experience points, and gives a chart detailing their progression in rank based upon experience points gained. I don't understand how this works with experience as explained in the rulebook. How does EXPERIENCE and SURVIVAL MODIFICATION work? What happens when you survive 12 gunfights?

BHA: The rules let a player roll for initial experience, and the character gains experience for every gunfight survived thereafter. In terms of the military, characters can gain experience up to 12, but no further. If your character is a soldier, you use the experience as listed in the article to advance your character. Survival also allows a character to gain experience for other scores.

A character who has survived 12 gunfights or more may roll with a +10 to his score, but remember that characters do age. (See page 17 in the rulebook for aging effects.)

gamma WORLD®

Science Fantasy Game

GWQ: My players complain because I often make normal-looking plants and animals do mutated things. Is it necessary to change the appearance of a plant to make it mutated?

GWA: It is perfectly acceptable to make your apples blow up when bitten or your watermelons spew seeds when cut, but you should warn your players that such things have been known to happen in the past. After such a warning, whatever happens should be fairly consistent. If a fruit explodes because of a regional mutation, then all the fruit in that area should explode. If rabbits blow up when killed, then all rabbits in that area should blow up when killed.

GWQ: My player character has a dexterity of 10. My GM tells me that this means he can only jump six feet. He is nine feet tall. I don't think this limitation is fair.

GWA: There must be some method to determine how far the average character can jump. If your character has a special mutation or you feel that for some reason your abilities are better than normal, it is

proper to ask for special consideration. Just take what is given to you with good grace, and don't complain if it isn't all you want.

GWQ: My character has Nyctophobia, and the GM says that the character will be frozen with fear even in the shadows of a forest. Doesn't this make the character pretty unplayable?

GWA: That interpetation of the rules is stronger than it should be. The defects are designed to help the characters as well as make them think of ways to get around the defects. Remember that the monsters you face with this or similar defects will be easier to conquer. Keep trying to think of ways to overcome the handicap. If it becomes too difficult, then start a new character.

GWQ: I have a player in my game who wants to use a dinosaur for the basic animal stock. What do you think?

GWA: With all the mutations running around the GAMMA WORLD game, it would be possible for big reptiles to return. Let them start out as anything they want unless you feel that it will radically alter the balance of your game. Feel free to give them some of the defects that the dinosaurs could have had, like being slowed down by cold climates, or having a nervous system that wouldn't let them know they had been bitten until ten minutes after the act.

GWQ: My character became a member of the Archivists Alliance, and now my GM won't let him use laser guns because she says they are considered special by the group and must be stored away. Is that the way it should work?

GWA: That is a perfect example of the kinds of things the Archivists would do. You have to accept this and roll with the punches.

STAR FRONTIERS™

Science-Fiction Game

SFQ: How many credits does a telescopic sight cost?

SFA: A good telescopic sight costs 50% of the cost of the weapon for which it is intended. For example, a laser rifle costs 800 credits, so a scope for it costs 400 credits. But a scope for an automatic rifle (300 credits) costs only 150 credits.

SFQ: Which weapons can telescopic sights be put on?

SFA: Telescopic sights are usually used on rifle-type weapons, since they are designed to help improve aim on long-range shots. Scopes can be used on pistols, but this is not common due to the weapon's shorter range.

It is possible to mount a scope on any beam weapon except an electrostunner, any projectile weapon except a machine gun or recoilless rifle, and any gyrojet weapon except a grenade mortar or a rocket launcher. (Shoulder-firing weapons like the latter two come with sights already affixed. The adjustments for the sight are already figured into the weapon statistics. The additional benefit of dropping one range category only applies to detachable sights.) Sights cannot be used on grenades or archaic weapons.

SFQ: Sathar are reported to be unaffected by electrical shocks and doze grenades. Are they also unaffected by sonic stunners?

SFA: No, according to the latest reports, sonic stunners and other sonic attack forms have normal effects upon Sathar.

SFQ: Several illustrations depict Dralasites using their racial ability of elasticity to flatten down, peer over objects or around corners, or even form a semblance of facial features. The Expanded Rules (page 6) give some idea as to the number of limbs and fingers that a Dralasite can form, but do not help in determining what other elastic functions the Dralasite can perform. Is there a guideline, or should the moderator make spontaneous decisions?

SFA: There is no definitive set of rules on what a Dralasite can or cannot do with elasticity — it would be impossible to cover all the bases. But some guidelines do exist. The minimum diameter for the Dralasite's body is that of a limb — 10 cm. Conceivably, the Dralasite could thin its entire body to a cylinder of that thickness, but no thinner or the internal organs would be crushed. So it could not flatten enough to slide under doors, for example.

A Dralasite's skin is not self-adhering. That is, it cannot bend a finger around to the wrist and attach it like a piece of chewing gum to a desk. So, although it can wrap itself around to completely enclose an air pocket (for floating), the air is held in by muscular contraction — not absorbed into the creature's body. The Dralasite could conceal small objects this way too, by wrapping around them and holding them inside.

Assume that any function a Human or Yazirian could perform (such as leaning around a corner or peering over a barricade) can be performed by the Dralasite with a small stretch. Greater feats of elasticity can be performed within the stated limits, but they take time. The referee can determine how much given time a given feat should take using the growing or withdrawal of a limb as a guideline.

SFQ: The *Sundown on Starmist* module makes several references to the "heavy weapons" skills of PCs in the game, while the Advanced Rulebook (page 11) indicates that these heavy weapons skills are germaine to the regular weapons skills of the same name.

SFA: Heavy Weapons is not a separate skill. Chance of success is determined according to the category of the weapon in the usual manner, but a heavy weapons modifier is applied as well. See page 22 of the Expanded Rules for details.

SFQ: When a Yazirian enters battle rage and gains the "+20 to hit in melee," does this indicate that he hits better with beam weapons, gyrojet weapons, projectile weapons, thrown weapons, or just with melee weapons, martial arts, and bare hands?

SFA: The battle rage modifier applies only to *melee*, as stated. Use it when attacking hand-to-hand with melee weapons, bare hands, or martial arts, but not with ranged weapons.

SFQ: What is a robot's "to hit" in melee and with a ranged weapon?

SFA: A robot's basic chance to hit (for both ranged combat and melee) is 30% plus (ten times the robot's level). The Initiative Modifier for a robot is its level plus 3. All other combat modifiers apply just as they would for player characters.

SFQ: On page 59 of the Expanded Rules, you have included a table covering the average abilities of all the five races for help in creating NPCs. What does the "PS" stand for before the Initiative Modifier?

SFA: "PS" stands for "Punching Score."

SFQ: Since Vrusk have more than two legs, if they fall and sprain or break a leg, their other legs could make up for the loss, couldn't they?

SFA: To a certain extent. A Vrusk with a broken leg can move at ½ the normal rate rather than not at all. When the leg is splinted, the Vrusk can move at ¾ of the normal rate.

SFQ: If a Dralasite should fall, could they flatten themselves or make themselves round enough to absorb any damage?

SFA: No. Dralasites cannot use their elasticity to avoid falling damage or to withdraw limbs so that they will not be sprained or broken in a fall. It takes ten minutes to withdraw a single limb. The falling Dralasite would hit the ground long before any limbs could be withdrawn

for protection, and its body would take the damage in any case. If limbs are injured in a fall, the Dralasite can subsequently spend time withdrawing and regrowing the injured limbs, which will remove the penalties but not heal any of the damage.

SFQ: How can I get money for my characters so that they can buy guns and ammo?

SFA: Most characters earn their money by hiring themselves out as mercenaries for special missions. They are professional adventurers who are paid for succeeding in their assignments (i.e. adventures). The employer pays them for an hourly or a daily rate for their services. The rate of pay for each mission is up to the referee because it depends on the character's skill and the nature of the mission.

SFQ: May any character drive a vehicle?

SFA: No. According to the rules, only a technician with the "Operating Machinery" skill may drive a vehicle. Remember that in a futuristic society transportation will probably be so sophisticated that people who can drive will be the exception instead of the rule. On a civilized planet there is no need to drive — you simply climb on a public transportation system and go where you please. Therefore, only technicians who work with those machines *need* to know how to drive vehicles. So if you plan to adventure on a planet without much technology, be sure to take along a driver!

Referees who feel this rule is too restrictive are free to modify it for their individual campaigns. For example, you might make a "house rule" that anyone can drive a ground car, but a technician is needed for any other vehicle.

TOP SECRET®

Espionage Game

TSQ: What is a wired probe mike?

TSA: A wired probe mike is a microphone set into the end of a long, cylindrical metal probe. The shape of the probe allows the microphone to be inserted through cracks in interior walls or other small spaces to monitor conversations within.

TSQ: What is the chance that an agent can physically get past barbed wire? What kind of damage does barbed wire do to an agent who is caught in it?

TSA: Agents attempting to get through an area obstructed by barbed wire must roll against Coordination to avoid entanglement. The Admin is free to modify or ignore this roll as desired, depending upon the circumstances involved. (For example, if an agent is traveling in the dark and fails to check for anything unusual at the top of a wall before going over, the Admin may choose not to allow a Coordination roll, and rule instead that the agent has simply blundered into the wire.)

Agents who fail the Coordination roll are caught on the barbs (by skin, equipment, or clothing) and take 1 point of damage per 10′ section of wire or part thereof involved. For example, an agent caught by a single strand of wire stretched along the top of a wall takes 1 point of damage. An agent trying to crawl between 2 strands of barbed wire (such as a fence in a cow pasture) is caught by 2 different pieces of wire and takes 2 points. An agent trapped in a coiled mass of barbed wire is considered to be caught by at least 3 individual strands, and so will take at least three points of damage.

No further movement is possible until the agent is free of the wire. Each successive turn the agent may try to work free by making a new Coordination roll, but the damage equal to the initial amount is inflicted for each turn that the agent tries to work loose (successful or not). The agent may at any time choose to tear free instead of working the caught clothing, or whatever, loose, but this will do damage equal to double the initial amount in addition to tearing clothing and/or damaging equipment (Admin's direction).

TSQ: What is the damage for electrified barbed wire?

TSA: Electrified barbed wire will do double the normal amount of damage on the first turn, and normal damage thereafter.

TSQ: What are the rules for climbing?

TSA: Roll against Coordination for every 10′ climbed vertically. If successful, the agent has climbed the 10′ without incident. If unsuccessful at any time, the agent falls from the height reached up to this point. (This presupposes that the agent is either climbing a surface that a normal person could climb, such as a fence or rough stone wall, or is using proper equipment to scale a more difficult surface. No agent will be able to climb a sheer glass wall unaided.)

TSQ: How much do tear gas and mace grenades cost?

TSA: Both tear gas and mace grenades cost $12.00 apiece.

TSQ: Are there carry-along magazines for regular rifles? If so, how much do they cost?

TSA: Yes. Magazines for regular rifles cost the same as those for assault rifles.

DISPEL CONFUSION

DUNGEONS & DRAGONS®

Fantasy Adventure Game

DQ: How many points of damage does a flaming arrow do?
DA: A flaming arrow does normal arrow damage plus 1-3 points for the flame. The DM decides if there is any chance of flammable materials catching fire.

DQ: Could you tie a flask of oil or holy water to an arrow?
DA: No, an arrow is very light, so a flask of liquid tied to the tip would bring the arrow down almost immediately.

DQ: Could a great cat be tamed and trained to fight when very young?
Possibly, but that is up to the DM. Since characters are professional adventurers, they are not really qualified to train wild animals themselves, so expect to have to hire an NPC animal trainer as well as purchase food and housing for the animal while it is young. The DM should decide the animal's morale and loyalty based on its treatment and quality of training as well as its general temperament.

DQ: Can an elf be paralyzed by a carrion crawler or a gelatinous cube? What damage would such creatures do to an elf?
DA: Elves are only immune to ghoul paralysis (and likewise that of directly related creatures such as thouls). They are as vulnerable to paralysis from other sources as any other character (saving throw applies). Treat attacks on elves from carrion crawlers and gelatinous cubes normally in all respects.

DQ: Can a character make traps to capture food?
DA: Yes, characters may attempt to "live off the land" when traveling through the wilderness. See the section on foraging in the revised Expert Set for further details. The DM should use these rules to add color to the game, but avoid slowing down play too much.

DQ: The sprite description in the Revised Basic Set is missing the AC rating. What is it?
DA: The sprite's AC should be 5.

DQ: What is the XP value for normal and giant rats?
DA: XP value for a normal rat is 2; XP for a giant rate is 5.

Advanced Dungeons & Dragons®

Fantasy Adventure Game

ADQ: How much damage does scraping off green slime do to the victim? What about cutting it out or burning it off?
ADA: Scraping off green slime does no damage to the victim. Cutting it out does damage as per the weapon used; and burning it off does normal fire damage.

ADQ: How long does it take to climb in and out of armor, leaving it in a wearable condition afterwards? How long does it take to shed armor in an emergency?
ADA: It takes 2 rounds to get out of leather armor, 3-4 rounds to get out of scale, 5 rounds for chain, and 10 rounds for plate when the proper care is taken. In an emergency (i.e. when you don't care if the armor is usable afterwards), a character can shed armor in half the normal time.

ADQ: Do PCs and NPCs who become vampires retain their previous character classes? If so, how do you calculate the vampire's hit points? Does the creature keep the hit dice and hit points it had in life, or must you use 8+3 hit dice for all vampires as listed in the *Monster Manual*? At what level would it cast spells?
ADA: The DM should decide whether a vampire will retain the character class and abilities it had in life. If it does, it will keep its previous hit dice and hit points, though it will no longer be able to gain experience as such. Spells are cast at the character's previous caster level.

ADQ: How long do you have to read a *Protection from Demons* scroll to be protected from succubi and semi-demons?
ADA: A character must read the scroll for 1 full round to be protected from succubi, but only 3 segments to be protected from semi-demons.

ADQ: Can a fighter/magic-user who casts a *Tenser's Transformation* spell use weapons other than a dagger?
ADA: No, the spell restricts the caster to use of the dagger only, no matter what other weapons the character could normally employ. Note that a multi-classed fighter/magic-user would have to be using a scroll to employ this spell, since a character must be at least a 12th level caster to use it and elves are limited to 11th level as magic-users. A human dual-classed character of the proper level could acquire the spell normally, though.

ADQ: Will a jann be affected by all five types of *Protection from Elemental* scrolls?
ADA: Yes. Since jann are formed out of all four of the elements, they can be affected by any of these scrolls.

ADQ: Will a *Ring of Protection* add to armor value if you also have a magical shield?
ADA: No. Magic shields come under the heading of magic armor for the purposes of determining the Ring's effects.

ADQ: If a *Staff of the Magi* overloads due to absorption of too much energy, does the magic-user still have a 50% chance of plane traveling?
ADA: Yes. The explosion of an overloaded staff duplicates the effects of a retributive strike, including the chance of plane traveling.

ADQ: If a *Bag of Holding* is pierced from the outside, will anything happen to the items within?
ADA: They will vanish into nilspace, just as if the bag had been pierced from the inside.

ADQ: If you are trying to force a creature with magic resistance into an *Iron Flask*, what level of magic should you assume for the *Flask*?
ADA: Treat the *Flask* as magic from an 11th level caster. No adjustment to the creature's stated MR is needed. Note that the creature is still entitled to a saving throw vs. Spells if it fails the MR check.

ADQ: How long does a character with psionics have to wait to be able to use the minor devotion "cell adjustment" again after doing the maximum possible healing according to class and level?
ADA: No further healing can be done until the psionic character is fully rested (i.e. all psionic strength points recovered).

ADQ: Can a single character be affected by multiple *Haste* spells?
ADA: No, only one *Haste* spell at a time will work. Additional *Haste* spells cast on a creature already Hasted will have no effect.

ADQ: Do normal familiars detect as magic? Can they be *Dispelled*?
ADA: No. Even though a spell was used to find the familiar, it is not considered magical itself. Normal familiars do not detect as magic, nor can a *Detect Magic* send one away.

ADQ: Can clerics turn undead in the lower planes?
ADA: Yes, but they cannot destroy them. The DM may apply penalties to the turn if desired. Note that no "special" can be turned or destroyed "at home."

ADQ: On page 32 of the *Players Handbook* (multi-classed character descriptions), it says that cleric combinations (with fighter types) may use edged weapons. What about a cleric/assassin?
ADA: Cleric/assassins may also use edged weapons. Note that weapon proficiencies for multi-classed characters are cumulative.

DAWN PATROL™

Aerial Combat Game

DPQ: If you have to draw a card for collision due to close range head-on attack, can you choose an UP maneuver even if you have been shot down?
DPA: Yes. The plane at least begins to move in the specified direction, regardless of what happens to the plane or pilot as a result of a head-on attack. For example, it is possible to collide with an enemy aircraft by climbing even if your pilot has been killed or the plane has suffered a complete loss of power.

DPQ: How are pilot hit chances figured out for German anti-aircraft "onions"?
DPA: Roll once for every 2 hit factors of onion damage. A pilot hit counts as a double wound.

DPQ: If a pilot reverses an opponent by means of the loop card, does he have to decide how big the loop will be before the reversed player moves?
DPA: No, the player may see what the opponent does before deciding how big to make the loop.

DPQ: If an aircraft armed only with a wing-mounted gun takes a forward fusilage critical hit which knocks out a deck gun, is the result a "no effect," or must another critical hit result be rolled for?
DPA: The result is "no effect," and no additional roll is needed.

GAMMA WORLD®

Science Fantasy Game

GWQ: There are lots of differences in the revised version of the GAMMA WORLD® game rules. Is it necessary to use the second version or can the game master mix and match?
GWA: The rules should serve as guidelines and that is all. For instance, I like the old method for figuring out Ancient items, so that is what I use. I suggest that you pick up whatever pleases you the most.
GWQ: Several of the players in my game constantly role up characters and throw them away after getting a defect on the chart. I want them to at least try and play the characters. Can you tell me exactly what constitutes a hopeless character?
GWA: The problem of hopeless characters is common. Never force your players to role play a character that they do not like, but there are alternatives. Let them discard the characters they dislike — use them as NPCs yourself. When one or two of these NPCs do well it will encourage the regular players to give them a try before throwing them away. Also offer the chance to let players take two characters out on an adventure. One of these characters could be that supposedly hopeless character. Try to talk your players into trying them at least once. They might find they like the challenge of working around the defect.
GWQ: Concerning the mutation *Shorter*, how tall is the mutant to start?
GWA: When using any normal animal stock, take the average height of the beast to begin the process. With humanoids, begin at one meter and work down.
GWQ: My players want to constantly invent new weapons and have their characters take them into battle. Is there some sort of game balancing method that I can use to curtail the creation of hundreds of different weapons in my campaign?
GWA: Begin by determining if the characters are spending a great deal of time researching and experimenting with weapons or if they are adventuring. If they are adventuring then their chance of developing a new weapon is slim to none. Then determine how difficult it would be to make the weapons they want using their technological level. It could be possible to develop throwing stars that are just like little daggers if swords and armor are common in the area. It would not be possible in that same area to boost the power of a laser rifle. Developing a crossbow in a land that has never seen arrows is out of the question unless some old book from the Ancients is found or a crossbow is brought into the game environment. Unusual weapons can be fun in the game but they should be countered by unusual obstacles.

Gangbusters™

1920s Adventure Game

GBQ: Is there any way to adjust a character's hit point score after the character is rolled up?
GBA: No, hit point scores are always determined with the following formula: (Mu+AG)/10•5 (round all fractions up). Mu = Muscle score and Ag = Agility score. Of course, you must recalculate the hit point score each time the character's Muscle or Agility score changes (i.e. when those scores are improved by spending experience points.)
GBQ: What is Robert Jackson's legal skill score in module GB4?
GBA: Robert Jackson is the lawyer for the bad guys. His legal skill score is 85, so use that as his percentage chance of getting his client acquitted.

STAR FRONTIERS™

Science-Fiction Game

SFQ: Can robots have skills?
SFA: Robots have programs — characters have skills. But there is no reason that a technician with the proper skills could not develop a program to duplicate the effects of a character skill if desired. Program level, price, and time required for development are subject to referee's discretion since they depend on the skill to be duplicated and the facilities available.
SFQ: Can a character be trained in skills by another person without using experience points?
SFA: No. Experience points are used up in training regardless of its source. Terms and cash price are sometimes negotiable since the referee may allow characters to barter goods or services for the training instead of cash, but the spending of experience points is not.
SFQ: On page 41, there is a program called Security Lock on the Robotic Design Cost Table. There is no such program described on page 47. Please explain.
SFA: The program wasn't defined in the text. For all practical purposes it functions precisely as the Computer Security program on page 46, except that it is specifically for robots. The intention is to prevent unauthorized persons from tampering with the robot's programming or circuitry, so a technician must defeat the Security lock program before a robot's mission or function can be altered.
SFQ: Can a damaged robot be repaired to bring its STA back to maximum? If so, how?
SFA: Yes. A successful repair job brings a robot back to normal functioning capacity in all respects, including full STA. Robots do not have to "heal" like characters do — they either work or they don't. A robot which has taken damage equal to or greater than its STA rating simply stops functioning until repaired, at which point it functions normally in all respects unless of course the referee rules otherwise for a specific case.

Now if a robot is repaired under less than perfect circumstances (such as "in the field" instead of a regular repair shop), there is a chance it will break down again of its own accord with further use regardless of whether it takes any more damage. There is a 10% chance of breakdown per 20 hour period (cumulative) for field repairs made with a personal tool kit. A major, minor, or total repair (GM's option) may be required. Times required for repairs are listed on page 11 of the Expanded Rules.
SFQ: Can a parabattery or power generator recharge a power pack?
SFA: No. Powerpacks must be recharged at a weapons shop, hardware store, or fuel station — not in the field.
SFQ: Can infrared goggles see infrared beams or heat-sensitive security devices?
SFA: Infrared goggles are keyed for the infrared portion of the electromagnetic spectrum, so they can detect infrared beams. But heat-sensitive devices are made to detect heat, not radiate it — so infrared goggles will not pick those up.
SFQ: Can level 1 maintenance robots carry backpacks and equipment overland? If so, about how many kg?
SFA: A level 1 maintenance robot salvaged from a ship or installation could probably follow a group or individual carrying some equipment, but it would have to be reprogrammed for those by a technician with the proper skills first. A standard body robot can carry 150 kg at normal movement rate, or double that at half normal movement.
SFQ: If a level 1 maintenance robot is attacked and doesn't have restrain, self-defense, or attack/defense programs, can it still use a melee weapon to defend itself?
SFA: No. Without those programs, the robot is incapable of defending itself at all. It would be like taking a hammer to your toaster — the machine would allow you to destroy it without making any effort to fight back.
SFQ: How far can the maintenance robot travel on 10 SEUs on rocky or average ground?
SFA: It could cover approximately 10 km.
SFQ: Do VitaSalt pills work exactly the same as salt pills?
SFA: No. Salt pills contain only salt for maintaining a character's electrolyte balance, thus reducing the need for water. VitaSalt pills contain necessary vitamins and minerals in addition to salt, so they help supplement nutrition.
SFQ: Is there any limit to the number of new languages a polyvox can learn?
SFA: There is no limit, but a new tape must be used for every language to learn.

TOP SECRET®

Espionage Game

TSQ: Can characters "hot wire" cars, planes, helicopters, submarines, and other vehicles? What is the chance of success?
TSA: Characters with an AOK score of 75 or more in either electrical engineering or the appropriate engineering specialty (i.e. aeronautical engineering for planes and helicopter or transportation engineering for ground or water vehicles) may attempt to start a vehicle by "hot wiring." The chance of success is equal to the character's AOK score in the appropriate engineering field. Only one attempt may be made per minute.
TSQ: What is the minimum AOK needed to operate a vehicle?
TSA: Common vehicles such as cars, bicycles, etc., may be operated normally by a character. (Note that pivots, skids, high-speed driving and special maneuvers are not considered normal operation. See upcoming publications for more details.) For operating more unusual or complex vehicles such as planes, submarines, helicopters, snowmobiles, etc., use the character's AOK in the appropriate engineering field (as above) as the chance of success. The Admin may apply bonuses or penalties if desired. Failure means that the vehicle will crash.
TSQ: What is the chance that an agent could catch an object thrown at him by an opponent (such as a hunting knife)?
TSA: If the agent knows the object is coming, roll against coordination to catch it. No attempt may be made if the agent is unaware of the opportunity. Note that a character trying to catch a thrown weapon may not use the "running and dodging" bonus.

DISPEL CONFUSION

DUNGEONS & DRAGONS®
Fantasy Adventure Game

D&D® Companion questions

DQ: It says in the rules that a magical net cannot be damaged except by fire or acid. Does this mean that it cannot be ripped by giant strength?
DA: The magic of the net prevents it from being ripped. If the DM feels that the captured creature is especially strong, he may allow the net a saving throw against being ripped.
DQ: I was reading the information about Clan Relics and the Keeper of a Relic, and the Clan-master. How does one develop a player character like these?
DA: These positions are always held by nonplayer characters. The positions are so vital to the clan that these characters do not adventure, and seldom leave their area.
DQ: In the section covering jousts, the rules state that all entrants must wear full plate mail and carry shields (AC 2). Is it possible to use magical armor or shield to have a better armor class?
DA: The presence of knights with magical armor would instantly be noticed. Those fighters would be forced to joust with knights of equal armor or magic.
DQ: Does an earth elemental have to have dirt to form, or can it appear and take the shape of rocks or sand?
DA: A large amount of loose earth must be present for the elemental to form.
DQ: With the elemental form potion, is it necessary to have the fire or water, etc., in the area to change into the form?
DA: Yes.

Advanced Dungeons & Dragons®
Fantasy Adventure Game

The following are AD&D® questions that were asked of E. Gary Gygax at the GEN CON® RPGA® Network members' meeting as remembered by a charter member present at the meeting.

ADQ: Is T2 ever going to come out?
ADA: The manuscript for the T2 module is finished and in the appropriate hands. No definitive date has been set for release, however.
ADQ: Some of the monsters in the AD&D books are pretty useless, and many are never seen in the modules. Is anything going to be done about this soon?
ADA: Work is being done to update and improve the FIEND FOLIO™ Tome. It is possible that all the monsters could be put in two big volumes: A-L and M-Z; but those plans are still at the discussion stage.
ADQ: At what level do dragons cast spells?
ADA: That is a function of the spell level that they can cast. If a dragon can use fourth-level spells, that is also the level of its ability. On the other hand, if the DM has a particularly old dragon, it is conceivable that the dragon could have attained a higher level of mastery, but the decision would be up to the DM.

gamma WORLD®
Science Fantasy Game

GWQ: Can the Illusion Generation mutation create images that the mutant isn't familiar with or hasn't seen?
GWA: Because the illusions work with sight, sound, and smell, it is impossible for the mutant to dream up things to throw at its enemies. The mutant would have to have seen or experienced the thing it was sending.
GWQ: My players are trying to tell me that with the Thought Imitation mutation their characters can attack with their own powers and, in that same melee turn, use "mimicked mental powers." Is this correct?
GWA: No, characters can either use their natural powers or the Thought Imitation ability, not both.
GWQ: How can the oil of the barl neps be used without hurting the character trying to use it?
GWA: The character has to be resistant to radiation in some way. This is possible through mutation, by wearing special radiation-resistant suits or by using a mutation that allows for working with things at a distance.
GWQ: I can understand the creation of groups like the cryptic alliances, but I can't understand the reason for making groups like the Friends of Entropy. They don't seem to serve any useful purpose.
GWA: There is an old Chinese saying, "May you live in interesting times." The destructive groups among the alliances are there to present interesting times to the characters. They are the enemies that must be beaten at all costs.
GWQ: I had a Stage V I.D. and was attacked by a security robot. I argued that the I.D. should have protected me, and my referee said the I.D. didn't matter.
GWA: Although the Stage V I.D. is good against most robots, if the security robot that you faced was crazed or programmed to respond to unusual types of identification, then you are out of luck. The I.D.s can't get you everywhere, but they will help in 90% of the areas that require them.
GWQ: Is the poison of the herkel strong enough to hurt the herkel?
GWA: The poison dealt out by any creature will hurt that creature.

Top Secret™
1920s Adventure Game

GBQ: Can you have a character with more than one class? My character started out as a criminal and successfully committed a robbery or two without being caught. Then he was offered a chance to join the police force as a rookie and decided to become a cop. Since then, he has started a "protection racket" amongst the store owners on his beat. They pay him a certain amount of money per month, or else he sends some small-time thugs to beat them up and trash their stores. (The thugs are criminals he has caught. He agrees not to arrest them for their crimes if they do these assignments for him.)

On the other hand, the character has successfully stopped many crimes during his career with the police force and brought a number of criminals to justice. Should he get experience only as a cop for his law enforcement activities, only as a criminal for his illegal activities, or both (making him effectively a dual-class)?
GBA: Your character is effectively a corrupt policeman. The judge can award experience for both "careers" independently for as long as the character is able to maintain both. Experience for police functions (arresting criminals, closing down stills, etc.) is awarded normally, but the character is not entitled to the 10% experience bonus for being an honest cop. Criminal experience points are awarded for whatever profit

the character makes from illegal activities (as per racketeering). The character's income from his policeman's salary may *not* be counted toward criminal experience points.

Be aware, however, that your character is attempting something very dangerous by trying to walk on both sides of the law at once, and could find himself in some rather uncomfortable situations. In a well-run campaign, the game judge will use the character's unique position to create encounters. For example, the city where the character is operating doubtlessly already has an organized crime syndicate operating within its bounds. The syndicate also runs protection rackets and will hear of the character's activities when it sends representatives to threaten the same store owners who are paying off your character. The syndicate will not appreciate the competition from an independent, so your character will be confronted and forced either to stop his protection racket or join the organized crime syndicate. If he opts for the latter, the syndicate will then have a member on the police force and will expect to gain advantages from this. They will force the character to cover up their criminal activities, arrange for the escape of syndicate members from police custody, inform the organization of impending raids on their operations, misdirect investigations, and so forth.

As time goes on, it will become increasingly more difficult to keep the law enforcement agencies from finding out about your character's involvement with organized crime, especially if the F.B.I. is called in to investigate the incidents. If your character is caught by the police or F.B.I., your character will almost certainly go to prison for a very long time and will lose all law enforcement rank previously gained (the police will not protect a fellow officer involved with racketeering or organized crime). If your character fails to protect the syndicate's activities, they will take appropriate vengeance on your character for his failure. You will have to play extremely well to avoid being caught.

STAR FRONTIERS™ Science-Fiction Game

SFQ: What is a "deranged maintenance robot"? Does it have damage to its interior, exterior, or neither?
SFA: The robot might have become "deranged" from a malfunction caused by improper removal of a security lock or an unsuccessful attempt to alter its function or mission, which caused it to go "haywire." (See Malfunction Table on page 15.)

Alternatively, the robot could have become deranged because of damage to its programming, circuits, or memory at the referee's option.

SFQ: Can you attach a laser rifle, laser pistol, or any beam weapon to a parabattery or power generator to fire?
SFA: A technician could conceivably juryrig a connection to drain power for a weapon from a parabattery or other power source temporarily, but weapons are not made to handle that kind of power input. After a turn or two, the "feedback" from the power source would certainly overload the circuits and damage the weapon beyond repair. Such a desperate measure should be attempted only in a case of dire emergency.

SFQ: If an animal has 150 STA points (reduced to 90 through combat), can a tangler grenade hold it still? If so, could it still fight back?
Ability to break loose from tangler treads depends on the creature's current stamina rating. A creature of which its STA has been reduced from 150 to 90 through wounds will be held if it fails its avoidance roll just as a creature of which its STA was originally 90 would. As for fighting back, a creature held in a tangler grenade cannot use a ranged weapon at all. However, if you are foolish enough to close with it before knocking it out, there is no reason it could not try to hit you back in melee combat — which would probably entangle you in the threads as well.

SFQ: Can you fire a pistol with shock gloves on?
SFA: Yes, provided you turn the gloves off first.

SFQ: My character captured a maintenance robot, and I would like to know what it can or can't do.
SFA: It can't do anything except perform the functions for which it was programmed until a technician successfully alters its mission and functions. At that point, you have a device with all the intelligence of a large toaster-oven, but it can move and carry things. You will have to negotiate what it can be programmed to do with your referee, but do try not to give it functions which require making decisions or responding to changing circumstances.

TOP SECRET® Espionage Game

TSQ: If you suffer a permanent loss, can it be made up by using experience points to restore the trait to normal?
TSA: Permanent blindness or deafness cannot be cured with experience points, but character traits that are permanently reduced by damage can be raised by spending experience just as any other trait can. Such losses are called "permanent" because they will not repair themselves with time or healing the way other damage will; but they can be rebuilt, just like the strength in a damaged limb can be rebuilt with physical therapy.

TSQ: Does the Charm score reflect the character's looks?
TSA: Looks are part of it, but the Charm score is a measure of how favorably other people will react to the character, so it covers much more than just appearance. A given individual could be rather homely but still have more charm than an attractive person due to a good sense of humor, elegant manner, good taste, and so forth. Looks aren't everything — your actions are part of your overall charm, too.

TSQ: Why does a 5th-level agent get less experience than a 1st-level agent for the same job?
TSA: Experience values for jobs decrease as agent level increases. A 1st-level agent is very "green." When he accomplishes a mission successfully, he is awarded a large amount of experience because he is considered to have "learned" a great deal. But by the time the agent is 5th-level, he has carried out that same type of mission many times. Theoretically, he does not learn as much from doing it anymore, so it is worth less experience. The 5th level agent gets paid more for the mission than does the 1st-level agent, though, because the employers know that he is experienced and can do it right.

A character can go from first level to second level after only a few missions, but it takes longer to make the next level jump, and longer still to make the next. With each new level the agent's personal trait scores will improve, so the character fights more effectively. In short, it becomes easier to accomplish missions, so you have to accomplish more of them to get the same reward.

TSQ: If a character had martial arts skill and used a knife to attack someone, which table should be used?
TSA: Knife fighting. The player must choose whether to attack with the knife or to throw it away and use martial arts — you can't do both at once. A character wishing to use a weapon in HTH combat is limited to attacking on the table corresponding to that weapon. For example, a character attacking with a knife *must* use the Knife Fighting Table, regardless of whether or not he is capable of using other types of combat.

TSQ: In Untrained Combat, could an agent make a blow and hold in the same phase?
TSA: Yes, but that takes both allowable actions for the phase, so the agent could not use any defenses.

TSQ: Why weren't heavy weapons (such as rocket launchers) included in the rules?
TSA: Those are military weapons. Most secret agents don't carry rocket launchers around in their pockets — at least not if they care about being subtle. Even rifles are hard to explain to the local authorities, let alone rockets! Remember: this is not a military role-playing game, but rather one of spies and espionage that emphasizes action on a personal level. A few heavy weapons may be included in future products as the need arises, but their usefulness for espionage is limited.

DISPEL CONFUSION

Advanced Dungeons & Dragons®

Fantasy Adventure Game

ADQ: Can multiple *shocking grasp* spells be stored in the body? Could a magic-user cast 5 or 10 of them, then discharge all of them at once?
ADA: *Any* spell "on hands" remains there until something or someone is touched (and is then discharged, regardless of the result) or until another spell is cast.
ADQ: Can a *glyph of warding* be put on a weapon's handle so anyone touching the handle would take damage?
ADA: Yes. But note that the *glyph* must be placed upon a surface area, not a volume, and that the surface must be solid (as incense is used to trace the area to be warded).
ADQ: How experienced must a cleric be to cast a *glyph of warding* for paralysis or energy drain?
ADA: *Glyphs* for these and other effects may be cast by clerics who can also cast spells with similar effects. Thus, for a *glyph of energy draining*, the cleric must be 16th or higher level. Treat paralysis as if a *hold person* effect, thus castable by anyone who can cast a *glyph* in the first place.
ADQ: Could a character manufacture a *wand of permanency*?
ADA: No. As a rule of thumb, any spell effect of 5th or higher level is too powerful to be placed in a wand. Staves are more expensive, but can handle magic-user effects up to 7th level, or cleric (or illusionist) effects up to 6th level. Rods can produce any cleric or illusionist effect, and magic-user effects up to 8th level.

The creation of powerful items must be controlled, lest the campaign suffer. Since the charges in a *rod of permanency* could be used on living creatures, the creator loses 1 point of Constitution for each charge placed in the device (and has a 5% chance of losing a point while making the item, as per DMG pg. 46).

On a related note: DMs must be sure to apply the aging effects of certain spells (DMG pg. 13) to maintain game balance. Otherwise, after manufacturing items as described above, a powerful mage could simply *wish* the lost points of constitution back (at the rate of one *wish* per point until 16 is reached), thus suffering no ill effects from the applications of *permanency*.
ADQ: Could a *permanency* be cast on a *gate* spell effect?
ADA: Yes. But since an actual crack in existence is created by this spell, the consequences of such an act would be far-reaching. At the very least, matter and energy would flow from one plane to another (in a direction determined by the DM), or possibly both ways. In the short duration of a normal *gate* spell, this flow is nearly nothing; but over a long period, "interplanar erosion" could widen the crack until it threatens the local "endpoints" of the gate (i.e. planetary bodies) and could eventually damage the planes themselves. Extremely powerful other-planar beings would doubtless intervene long before such results could develop.
ADQ: How many attacks per round does a 9th level fighter or fighter sub-class get when throwing darts, daggers, or using a bow?
ADA: Use the rates of fire given for each weapon. Do *not* apply the "3 for 2" principle of multiple attacks (PH pg. 25), as these apply only to thrusting or striking weapons. The "attacks with two weapons" rule (DMG pg. 70) might be applied, but no mention of ranged weaponry is made in that section, and it is probably meant to apply to melee attacks only (cf. "florentine" style combat in other reference works). If the DM chooses to apply it to ranged combat, we suggest (unofficially) that the penalties for the "second weapon" attack, based on dexterity, be doubled.
ADQ: If a psionic character does not have a defense "up" when psionically attacked, how are the results calculated—vs. defenseless psionic, non-psionic, or what?
ADA: The mind of the psionic being attacked automatically "puts up" a defense — and the best possible one, at that (DMG pg. 79). If the victim possesses no defense mode (a rare event, but possible), calculate the result as if vs. defenseless psionic.
ADQ: If a thief finds a trap but fails in an attempt to remove it, what is the result?
ADA: It is usually triggered, but this is always at the DM's option. Many systems may be used to determine it randomly — a factor of the actual "remove traps" roll, a separate roll, a note in the trap description, etc. Some traps would obviously be triggered by attempts to remove them, and such obvious details should take precedence over random determination.
ADQ: What good is the *enchanted weapon* spell, if it confers "no bonuses whatsoever" (PH pg. 76)? Is this really a 4th level spell effect?
ADA: If a +1 weapon is required to damage a creature, this spell will allow any weapon treated to inflict normal damage. Since the caster must be 7th level, presumably accompanied by characters of similar power, most probably have at least one magical weapon; but if not, this spell can be critical (despite its long casting time).

This spell is most useful, however, to higher level characters adventuring on other planes of existence, where a weapon's status may be reduced from magical to mundane due to the interplanar distance from the weapon's point of origin. In addition, when an intelligent magical weapon becomes non-magical as a result of such travel, its intelligence is trapped incommunicado; this spell will restore it to magical status, thus enabling communication and the use of the weapon's special abilities.
ADQ: Why must a rust monster hit a victim's normal armor class? Magical *plate* +4 would seem to be as easy to hit as non-magical armor — and both far easier than penetrating the armor to inflict damage.
ADA: Come on — rust monsters are nasty enough already. If you insist on being logical about it, and use a base of AC 10 modified only by magic and dexterity, then continue the logic to cover the situation: If a hit is scored, check to see if metal was hit, or merely leather or something else. This might be a 70% chance for plate mail, less for other types. Then, if metal was hit, check to see if it was the armor, or merely a fitting, a gauntlet, boot, shield, etc.

Note that the DRAGON® magazine article on the ecology of the rust monster offered a plausible but *not official* rationale of its attack mode.

The AD&D game uses the abstract "to hit" roll for maximum playability without extreme unrealism. Game modifications for more "realism" (in a fantasy game?) usually add more complexity and result in slower play. If that's what you want, go ahead — but be sure to consider all the aftereffects of each change before implementing it.
ADQ: Must a cleric concentrate to Turn Undead?
ADA: Yes. Consider the action as requiring

verbal, somatic and material components.

ADQ: When a human non-fighter character with 18 strength starts dual-class life as a 1st level fighter, does the 18 change to 18/01 or better? How?

ADA: Yes; the player rolls d% at the time of the changeover, under DM observation. Once the fighter profession is begun, the strength can only return to 18 if the character suffers enough energy drains to be forced back to a single class. If such a victim is *restored* to dual class (via the 7th level cleric spell), the same super-strength returns; a new d% roll is *not* made.

ADQ: How long does it take to mount or dismount a *broom of flying*?

ADA: Such actions take 1-4 segments each, and other actions (spell casting, melee attack, etc.) can be performed in the same round (as the situation permits). Note, however, that any such action will automatically reduce multiple attack capability by 1; for example, when landing and then firing a bow, the normal rate of fire (2 per round) is reduced to 1 attack for that round.

TOP SECRET®

Espionage Game

TSQ: A bulletproof vest halves the damage taken from a .30 caliber bullet, but are these pistol or rifle bullets — or both?

TSA: The bulletproof vest halves the damage taken from ammunition *above* .32 caliber for wounds to the areas covered by the vest only (i.e. chest and upper back). For ammo of .32 caliber or below, damage is reduced to 1 injury point per hit in these locations. This holds true for both pistol and rifle bullets.

TSQ: Suppose an assassin with a surprise value of 120 is trying to surprise a guard with a surprise value of 180. The rulebook says that if the difference between the values is 51 or greater, the party with the lower value is completely surprised. In this case the difference is 60 in favor of the guard. Does that mean that the guard ended up completely surprising the assassin?

TSA: Of course not. Surprise is used to see whether the sudden appearance of an opponent will cause one side or the other to momentarily delay action. Since the assassin has presumably had the guard under surveillance for several minutes, he could not be surprised even if the guard suddenly turned around. The guard could only surprise the assassin in the following cases:

1. If the assassin is just coming around a corner and randomly encounters the guard.
2. If the guard knew the assassin was in the area and was actively looking for him.
3. If the guard had the assassin under surveillance and tried to sneak up on him.

For a random encounter, the straight, unmodified surprise values of the characters involved are compared to determine surprise. If a character intends to attack by surprise, modifiers are added before the scores are compared. This still would not help the agent in the example that you give above — even with the maximum +50 modifier the agent still could not surprise the guard. However, under the circumstances, the guard could not surprise the assassin either. So you should simply run the battle normally, with neither side having the advantage of surprise.

TSQ: One of the characters in my campaign tried to assassinate a politician. He hit the target successfully, but rolled a wound amounting to 2 points of damage. If you were aiming at a particular part of the body (e.g. head), wouldn't you do more damage? What would the modifiers be?

TSA: For appropriate modifiers, refer to the Optional Specific Injury Determination rules on page 41 of the 2nd edition rulebook. A shot the head with a standard .45 caliber bullet adds 5 to the indicated damage (+3 for the location; +2 for the ammo). There was also an article in DRAGON® Magazine #49 which gave a useful variant on the damage system that takes into account the possibility of traumatic shock resulting from severe wounds.

In addition, remember that even in real life, a shot to the head does not have to result in a lethal wound. The game mechanics are specifically designed such that no matter how experienced and careful your character is, there is still a small chance of failure. This helps keep the game exciting and provides the victim with a chance to escape an apparently hopeless situation (a fact which you appreciate when it's your character that is facing insurmountable odds).

GAMMA WORLD®

Science Fantasy Game

GWQ: Can plastic armor (or any other technological armor) be enchanted like armor in the AD&D® Game?

GWA: No. There are no provisions for magic in the GAMMA WORLD® universe. There may be technological means of improving armor, but magical means are unavailable unless your referee has made special provisions within his campaign.

GWQ: The mutation *actual metamorphosis* allows a mutant to absorb a shot from an energy weapon and shoot it back out of his body in any direction he wishes. This is a very powerful mutation, and when combined with other mutations it could make a character godlike. In order for the mutation to be fair, our gaming group believes that when the mutant absorbs the energy, he should also take damage from it. The mutant can still shoot the energy back out of his body, however. Any thoughts?

GWA: The description of the mutation does not specify that the mutant is immune to damage from energy weapons. Although a character possessing this mutation automatically redirects the energy from such attacks, he takes normal damage in the process.

GWQ: Are punches from powered armor suits conducted differently from normal physical attacks?

GWA: No. When a creature wearing powered assault armor punches another creature, resolve the attack on Physical Attack Matrix II, as you would any other weaponless attack. The only difference is that the damage inflicted on a successful hit is much greater than it would be without powered armor.

GWQ: If the "Rite of Passage" adventure has already been played, how do new characters reach Rank 1?

GWA: To keep the campaign interesting, the GM should design a new adventure along the same lines as "Rite of Passage" for each set of new characters introduced. The details of the adventure should be different for each group that goes out so that players will not know exactly what to expect. Consider starting the new characters in a different city (if you have another developed for play), so that the background and terrain for the adventure could be varied.

GWQ: Someone in my campaign is using the *temporal fugue* mutation to reproduce money and weapons beyond counting. Is this fair, and how can it be controlled?

GWA: The mutation provides its own controls. The replicas disappear after 4 hours along with whatever they were carrying at the time they appeared, regardless of whether or not the items are still in their possession. All items taken from the past will return to the past when the duration of the effect is over.

GWQ: Can a monster (such as an Orlen) be used as a player character?

GWA: Yes, if your GM will allow it.

GWQ: Can a character with *thought imitation* return a *gamma eye* attack?

GWA: *The Gamma Eye* is listed as a mental mutation, so its use counts as a mental attack, and as such can be returned by a character with *thought imitation*. However, note that the effect of *the gamma eye* will cause its victim to fall unconscious immediately for 1 minute, so the attack cannot be returned until the victim regains consciousness, at which time *the gamma eye* attack will automatically affect the first creature looked at.

DISPEL CONFUSION

Advanced Dungeons & Dragons®

ADQ: In the "Central American Mythos" section of DEITIES & DEMIGODS™ Cyclopedia, Chalchiuhtlicue, a goddess of chaotic good alignment, is said to be the wife of Tlaloc, a god of lawful evil alignment. How is this possible?
ADA: While alignment is a convenient method for describing character behavior (Law-Chaos) and motivation (Good-Evil), it is often inadequate for describing deities and other creatures with from myth and legend. The normal standards of interrelations of various alignments — in this case, total opposition — may or may not apply with respect to such. In other words, alignment is a convenient guideline, but when it conflicts with given data, consider it a minor factor.
ADQ: One point in the "Bigby's Tomb" module in POLYHEDRON™ Newszine #19 has me confused. Wouldn't Bigby have needed an 18 intelligence to create the *Bigby's Crushing Hand* spell? He would need that to use it according to the rules.
ADA: First, Bigby is one of Gary's characters, and Gary doesn't use strict AD&D® game rules in his campaign. You don't have to, either; the object is to have fun, not to be a rulebook lawyer, and if you can modify the system to your taste without damaging its integrity (quite a trick, at times), go to it. Furthermore, the published statistics for Gary's characters do not match the real ones. Each player is entitled to privacy when it comes to character details, and Gary is no exception. So change Bigby's intelligence to 18 (or higher, possible through the use of a *tome of clear thought*).
ADQ: Can two magic items be merged together by means of a *wish*?
ADA: Possibly; DM's option, in most cases, and the wording of the *wish* is critical. As an unofficial guideline, consider the XP values of the items, and require one *wish* for each 10,000 total XPV (or less). For example, nearly any sword could be merged with a wand, but combining a wand and a staff will often require two *wishes*. The availability of *wishes* is also a factor; if 1-2 *wishes* are used per year (player time), as in my campaign, the total XPV affected should be increased — perhaps to 100,000 or more. Conversely, if 10 or more *wishes* are used per year, a figure of 5,000 XPV (or less!) might be more balanced.
ADQ: Can a magic item be *polymorphed* from one form to another such that it may be used in its new form, when it could not be used in its old form? For example, if a *vorpal sword* were changed into a dagger via a *polymorph any object* spell, could a magic-user then wield it?
ADA: Yes, but note the following comments carefully. Intelligent weapons should gain saving throws; DM's option on determining level, but Ego (treated as level, using the magic-user chart) is recommended. The DM may also modify or disallow special effects that may logically be wholly or partially based on the weapon's size or method of use. In this example, the dagger might only function vorpally on a "natural 20", or be reduced to "sharpness" (c.f. DMG pg. 166), or might not retain either effect; daggers are thrusting weapons, not swung, and the vorpal effect is argueably for an edged "swinging weapon" only.

(Note: a polymorph *effect often detracts from an item's or creature's powers, but never adds new ones — except possibly movement capabilities of the new form not present in the old. —EGG)*

ADQ: Is a monk or paladin who changes classes still restricted as to the number of magic items he may possess?
ADA: The answer (below) is official, and arose from a detailed discussion of the matter between E. Gary Gygax and Frank Mentzer.

A druid, paladin, or monk cannot add another class without reverting to a cleric, fighter, or thief (respectively).

When any character "goes dual", the former class is totally ignored and forgotten while the new class is studied. The special abilities of a druid, paladin, or monk come from utter devotion to a specific philosophy. Thus, these characters obviously cannot totally ignore these philosophies and at the same time expect to retain any benefits gained through them.

A character of some other class, however, MAY add one of these three, as alignment and other factors permit. For example, a Lawful Good cleric can become a dual-class cleric-paladin, but a paladin cannot add the profession of cleric. If a paladin abandons the "paladin way", he or she voluntarily and permanently breaks the connection to the Positive Plane, thus losing all the special abilities of paladins and becoming a normal fighter (eventually, in this case, becoming a dual class fighter-cleric). Similarly, a druid loses the special attunement with nature, from whence comes the *shapechange* and other abilities; and a monk loses much. The monk's armor class and movement rate revert to normal once the Discipline is ignored, and all other special abilities fade quickly.

When a character adds druid, paladin, or monk as a second class, the restrictions that apply to that class are enforced as soon as that class training is begun.
ADQ: Do *ropes of entanglement* automatically hit?
ADA: No, a standard "to hit" roll is needed. The level of the user is irrelevant; the *rope* strikes as a creature of 4 Hit Dice (and, of course, is AC -2, hp 22, as given in the description).
ADQ: What happens when an *anti-magic shell* hits a *prismatic sphere*, or a *sphere of annihilation*? What about a *sphere of annihilation* hitting a *prismatic sphere*?
ADA: An *anti-magic shell* will penetrate a *prismatic sphere* through the fifth (blue) layer, but no further. Two effects will thus remain, the indigo and the violet. Note that the *sphere*'s effects are merely suppressed while within the *shell*'s radius; they will function normally at parts of the *sphere* remaining outside of the *shell*, and will reactivate when the *shell* no longer blankets them (unless the *sphere*'s duration expires before then).

A *sphere of annihilation* is not a magical device per se; it will simply eat everything in the way — creatures, objects, magical effects, etc. — unless controlled and stopped.
ADQ: Is magic resistance cumulative for the various items which grant it to the possessor, such as a *robe of the arch-magi* and a pseudo-dragon, a paladin with 2 *holy avengers*, etc.? If so, then what is the maximum amount of magic resistance possible?
ADA: Magic resistance is cumulative for multiple items. Quite bluntly, however, if *holy swords* are common enough that two can be carried by a single paladin in your campaign, you are so far outside of a normal game's rules that you are free to ignore this one as well.
ADQ: Do lycanthropes have the same hit points in human form as in animal form, regardless of whether they were 0-level

humans or character types before contracting lycanthropy? If so, will the creature's hit points be the same as it had as a human, or do you roll new hit points according to the hit dice given in the Monster Manual for the particular were-type? What about other shape changers, such as bronze dragons?
ADA: Any creature, regardless of *shape-changing* or *polymorphing* abilities, retains the same hit points and saving throws in all forms. The statistics given in the Monster Manuals are nice and convenient, but are not binding; nearly anything can be found in a form larger, smaller, dumber, smarter, (et al.) than those described.
ADQ: Rakshasas, as described in Monster Manual, can be slain by crossbow bolts *blessed* by a cleric. This is a very unusual use of the *bless* spell. Does the usual 6 round duration apply, or can characters get some bolts *blessed* and then kill a rakshasa with them a week later? How many bolts can be *blessed* with one spell?
ADA: Similar to the options given for a *dispel magic* spell, a *bless* spell may be directed at either an area or an item. If cast at an item, no creatures can be affected at the same time. In this mode, the spell is an Enchantment (rather than a Conjuration, the typical use). The cleric may *bless* an object weighing up to 1 pound per level of the caster. If the item is of sufficient quality (in the case of a crossbow bolt, of at least 50 gp value), the enchantment will function in a manner similar to normally (magic-user) enchanted missiles — permanent until fired — with the added vulnerability that the magic can be removed by a *dispel magic* spell (at standard chances of success).
ADQ: Do druids get bonus spells for high wisdom as clerics do?
ADA: Druids ARE clerics, and of course gain the bonuses. Non-cleric casters of cleric spells (such as paladins) do not gain the bonus spells.

DUNGEONS & DRAGONS®

DQ: The table of thieving abilities on page 27 of the Players Companion book confuses me. The given chances for success are lower than those given in the Expert rules! Why can a 14th level thief open a lock better than a 25th level thief?
DA: The percentages given in the revised Expert rulebook are incorrect; the unrevised chart was published. (Most sets include an errata sheet with the correct percentages). The unrevised percentages may be used if you (as DM) run occasional games, rather than a campaign. But if characters are played enough to earn higher levels (say, 20 or more), use the revised figures. The correct chart, complete for all characters (levels 1-36), will be in the D&D® MASTER Set.
DQ: When I recently went to my local hobby shop to purchase the D&D® Companion Set, I was quite disturbed to see that it was designed go with the new D&D® Basic and Expert Sets. I have flipped through my friend's new Basic and Expert sets and found them very incompatible with my second edition sets. It follows that the new D&D Companion set will also be incompatible with my edition of the rules systems. So in order to upgrade my rules, I would have to buy two new boxes and the higher priced D&D Companion Set. Needless to say I feel that this is quite redundant and absurd. I don't feel that I should have to buy revised editions of what I already have to get the Companion Set promised years ago. What are your opinions on this?
DA: There are very few rules that have been changed in the revised editions; the new sets ARE compatable with the old (that is, the "old red box"; the "blue book" edition is primitive in comparison). I closed some loopholes, and added more detail on some subjects, but was careful to change very little of the existing rules—providing more guidelines instead.
—You asked for my opinions. Personally, I think you should (a) not buy revised BASIC; it's designed for beginners, and you have the old editions; (b) do buy the revised EXPERT; I put a lot of new things into it, and I don't think you'll be disappointed (and the reviews agree); and (c) do buy the COMPANION set; it's not a rehashing of old stuff. I made it the best I could, combining my ten years of role playing experience (egad, has it really been that long?) with the spirit and foundation of the original game.
DQ: What are the prices for the new armor types in the Companion Set (scale and banded)?
DA: Scale mail (AC 6) costs 30 gp, and banded (AC 3) costs 50 gp. And if you're a DM, note the chart on page 55 (DM Companion book), which gives encumbrances of all types and sizes, including the slightly smaller demi-human armors and even giant-sized. You may modify costs for those proportionately.
DQ: My 14th level magic-user got killed in a battle with a scorpion when he was out of spells and had lost his dagger. Could he have picked up a sword and used it in a life and death situation?
DQ: Sure! Don't get hung up on abstractions; anyone can use any weapon, regardless of class, in emergencies. BUT this does NOT mean that the character knows how to use it properly. If I were DM in such a situation, I'd first roll 1d6; on a 1-2, he hits himself; 3-5, the weapon is jarred out of his hand (even with a technical miss, probably hitting armor or a wall or something); 6, make a standard Hit Roll, but with a penalty (at least -2 but not more than -12, depending on the weapon, situation, etc.).
Note that the situation is a bit different for clerics. Their abhorrence of edged weaponry might require a saving throw (for PCs) and/or morale check (for NPCs); if failed, the character would be unable to force himself even to try such a thing, and even success would still involve severe penalties to the Hit Roll. If a successful hit occurrs, another check should be made immediately, with failure indicating that the cleric drops the forbidden weapon in disgust.
But in any event, retreat is a preferred option; big dumb creatures (like the scorpion you mentioned) would probably stop to munch on something appetizingly convenient, rather than chasing your possibly dangerous magic-user. Against more intelligent monsters — have you ever tried a bluff?

STAR FRONTIERS®

SFQ: Can a Dralasite with enough limbs make five melee attacks per round?
SFA: Yes, but the character would need a dexterity score of at least 100 to make enough limbs for five melee attacks per round.
SFQ: Why do Yazirians walk more slowly over long distances than Humans?
SFA: The Yazirian musculature is built for the lower gravity of their homeworld. As a result, their muscles are not heavy enough to sustain prolonged motion at the same rate as humans and it takes them longer to cover a sizable distance on foot.
SFQ: Can an anti-shock implant be removed from one's own body using only strength?
SFA: Yes, but not without injury. Anti-shock implants are placed surgically, and can only be safely removed by surgery.
SFQ: What special seating arrangements do Vrusk require in vehicles?
SFA: The standard Vrusk seat resembles a freestanding padded table supported by a single leg. When seated, the Vrusk folds its remaining legs around the underside of the seat.

DISPEL CONFUSION

Dungeons & Dragons®

DQ: How much does skin-tight designer chain mail cost (as lasciviously modeled by the cleric Aleena, illustrated on pages 4, 6, 7, and 8 of the revised Basic Set, Player's Book)?
DA: Designer armor (including the chain mail mentioned, among other types) is available at prices ranging from double the amount listed to a maximum of 100 times the normal price. Cheap designer armor is available at most armories; high-priced designer armor is normally found only in large cities. Look for the designer name imprinted on the armor, or (in the more expensive types) woven into the design; beware of imitations. Note, however, that designer armor provides no better protection than normal armor, and may in fact be of inferior quality (as with designer anything). It is more appropriate for a royal party than for actual adventuring.

DQ: What are the creatures illustrated on pages 9 and 14 of the D&D® Companion Set (other than the human on page 9)?
DA: These are monsters known as Wimps. A Wimp is a humanoid creature similar to a normal human or humanoid in most respects, except that it has 1-2 hit points per Hit Die, suffers a -4 penalty to all Saving Throws, always fails Morale checks, and rarely hits a target. XP values for defeated wimps are subtracted from, rather than added to, the total XP gained during an adventure.

DQ: In the D&D Companion Set DM Book, page 14, adjustments for the *War Machine* system are given for Defender only. There is an asterisk next to the word "Defender". What does this mean?
DA: The asterisk indicates that a footnote applies to the details in question. The footnote appears at the top of the next column.

Remember that, when reading the rules to a fantasy game, the normal rules of the English language do not apply. Footnotes don't have to go at the foot of a page, like you learned in school; we can put them anywhere. They don't have to be sentences, either. For example, the six-column list of 138 buildings, areas, and persons on page 37 of the Expert Set rulebook is a footnote for a sentence in the middle of the first column on that page. Furthermore, not all asterisks indicate footnotes; many spell names have asterisks to indicate reversed spell effects (sometimes on the same page as asterisks used to indicate either proper or improper footnotes).

So whenever you think there might be a footnote lurking somewhere in the vicinity, check the rules carefully to be sure you're not mistaken. Then, if a footnote might actually be loose, try to sneak up on it quietly. I'm sure you'll find the results very rewarding.*

DQ: What weapon is the cleric illustrated in the Expert Set (page 5) wielding? (This illustration is also used in POLYHEDRON™ Newszine #22.)
DA: This is an unusual medieval combat device known as a croquet mallet. It inflicts only 1-3 points of damage itself, but may be used to propel a specially designed missile — a small round wooden ball, varying from 3-5 inches in diameter — to ranges of 30/60/90; damage is 1-8 points per hit. The missile is placed on the ground and struck by swinging the mallet in a long arc. (This same method of attack is used with a very similar weapon, the gof club, but the missiles fired are quite different.)

The users of such weapons are fond of keeping track of the number of victims hit (in the great fantasy tradition established by a certain dwarf and elf in a battle in a literary trilogy). Double score applies if the ball passes through an arched doorway in its path. The cleric in the illustration (obviously a strong devotee of the pastime, as indicated by the device over his belt buckle) is obviously gesturing towards one such victim, claiming it for score.

DQ: What do you do with the crayon?
DA: I don't do anything with the crayon. What do YOU do with the crayon? What do you WANT to do with the crayon?

Some people use the crayon to color in the numbers on the dice. This can be relatively useless if, for example, you get a red crayon and red dice. Most of the crayons are lighter colored, and most of the dice are darker colored, so it usually works out. However, this is not a guarantee.

Don't eat the crayon, and don't give it to the dog. Don't dispose of it, either, as you'll probably find a use for it just after you throw it away. Once you find it in the box, you're stuck with it — probably forever, unless you can sell it.

On that topic, note that the GEN CON® XVIII Game Fair Auction will not accept crayons unless they are in the original container, i.e. the game box. You may, however, keep the game rules and sell the crayon and the box as a set. If you try to sell the dice, they should be packaged separately, as they will bring down the value of the box and the crayon.

DQ: In the Expert Set, what spell is being illustrated on page 16?
DA: This all-purpose illo can be considered an illustration for *stone to flesh* — which would seem to need no illustration — or, a more likely choice, for *geas*. The magic-user on the left seems to want the fetching young lady on the right to perform a specific action. Before you jump to conclusions, note that the magic-user likes to wear feathers and beads, and thus probably wants some typically mundane service. (Note also that the lady is wearing a designer helmet, as referenced in a previous question.)

DQ: Do you really answer questions that people send in?
DA: Yes.

** Just checking your alertness. You can go back to the article now.*

Advanced Dungeons & Dragons®

ADQ: Attached is my 2401 page double-spaced typewritten manuscript dealing with the difference between the Neutral and True Neutral alignments

(the former being suitable for most characters, but the latter restricted to druids). Will you please publish it as a member submission?
ADA: No.
ADQ: The description of the 5th level druid spell *wall of fire*, when discussing the differences between *sheet* and *ring* forms, notes that "the former is stationary, while the latter moves as the druid moves". What does this mean?
ADA: In this case the phrase "the former" refers to the sheet as being the former form. The ring comes latter. Stationary means "having a fixed position"; fixed means repaired, while position means everything (or so I'm told). It seems that the former form is repaired and everything, and therefore the latter is up against the wall...or something to that effect.

The ring must also be fairly flexible, sinces its movements match those of the druid. If the druid has a broken leg, the ring will limp right along with him.
ADQ: In the DEITIES & DEMIGODS™ Cyclopedia, the Ethereal Encounters Table (pg. 132) makes no mention of the deities described in that book. Are such beings ever encountered in the Ethereal Plane?
ADA: We do not currently publish that work, and suggest you write to another department for information on out-of-print works.
ADQ: Hrmph. All right, in the Ethereal Encounters Table of the LEGENDS & LORE book (page 132), should deities be included?
ADA: Oh, *that* book. Well, yes, applying the following procedure. The DM rolls 1d8, and ignores the result. Then he or she rolls 1d4; on a result of 1-3, the first roll is repeated, but on a result of 4, the DM rolls 1d10 to see if 1d6 should be rolled. (At this point, the DM should start using 1d12 to record the number of rolls he or she has made with 1d8.)

If the result of the 1d10 roll is 1-5, the answer is yes; if the result is 6-9, the answer is no; if the result is 10, the answer is "busy; try again later", and the DM should then carefully invert the twelve-sided die. If the answer was yes and 1-4 (1d4) or fewer rolls of 1d8 have been made, the DM rolls 1d6, re-rolling any result of 6 or more. If the answer was yes and four or more rolls of 1d8 have been made, the DM returns to the first step, and he or she carefully inverts the 1d12.

If the 1d6 roll has been made and if the number showing atop the 1d12 is equal to or less than the result of a separate roll of 1d12, a deity may be inserted on the chart in place of the elder titan, (who is considered to have stayed home that day). However, if the 1d6 roll has been made and the number showing atop the 1d12 is greater than the results of the separate 1d12 roll (regardless of the actual number of times the 1d8 has been rolled), a deity should be inserted in place of all the elementals (28-37), who probably shouldn't be on the table in the first place.

Note that this procedure is slightly different (and much simplified, of course) from that recommended for modifications to the Astral Encounters Table on the following page. Limited space unfortunately precludes an explanation of that process.
ADQ: Was the huge, doughy, man-like being featured in a recent hit motion picture actually a creature from the AD&D® Game?
ADA: Yes, and congratulations for being so observant. That was our very own Ogremoch, who normally plays a starring role in the long-running FIEND FOLIO® Tome show. As he has been generally unsuccessful in trying to find evil earth elementals, evil khargra, and evil xorn (none of which exist in the game system, despite Ogremoch's description), we loaned him to the studio for a cameo role. Several envelopers (from the same volume) also applied, but their skills were sadly insufficient for the demands of the role.

Ogremoch has just returned from visiting relatives on Easter Island during his post-production vacation, and is happily back at his old job and showing off his tan.

We must announce, as long as we're on the topic, that the creatures employed by TSR, Inc. for roles in the monster listings are not, according to their contracts, required to sign autographs or make public appearances. All requests for pictures must be sent to their respective agents. (*Editors note: Despite the contractual freedom allowed to our employee creatures, Roger Moore can often be convinced to sign autographs — even those of other people.*)

TOP SECRET®

TSQ: What effects would exposure to 1 cubic inch of uranium have on an agent?
TSA: The glowing agent could light dark alleys, expose camera film, and be used to locate fractures.
TSQ: How far away can silenced gunshots be heard?
TSA: That depends on whether or not the bullet falls in a forest.
TSQ: Tarantulas are not, repeat not, poisonous to man. They can inflict an injury by biting; and human contact almost always results in fright reactions (the usual reaction to being bitten by a large, hairy creature). But the most poisonous tarantula has less poison than the average wasp, and no one has ever suffered a death due to its bite, except for the large number of people who die due to a cardiac arrest. You can't tell me that every agent is risking a cardiac arrest when he meets a tarantula. Why then is "Tarantula Bite" on the Execution Table?
TSA: Agents with powers of observation such as yours are few and far between. Your reasoning is sound and you are a credit to your agency. Not many agents would be willing to question the word and authority of "The Administrator". Your pay bonus for this bit of research will be delivered in a sealed lead box by special courier. Ignore any ticking sounds emanating from the container. Next question.
TSQ: What is "drawing and quartering" on the Execution Table?
TSA: It is NOT similar to origami, the Japanese art of folding paper into decorative shapes.
TSQ: What are the Hand-to-hand Weapon Values and Damage Modifiers for chain saws and outboard motors?
TSA: Both have HTH Values of 325 and Damage Modifiers of +(1-10).
TSQ: I would like to know about bullet removal; specifically the time, difficulty, and risk of further injury (or death) involved. What skills and materials would you need?
TSA: See previous question.

DISPEL CONFUSION

DUNGEONS & DRAGONS®

DQ: On page 59 of the Players Manual (D&D® Basic Set), it says that a long bow can shoot farther than any other missile weapon. However, in the "Range" subsection on page 60 it says that a crossbow can shoot farther than any other weapon. Are the given ranges for the crossbow incorrect?
DA: No, a longbow has greater range than a light crossbow, but less than a heavy crossbow (detailed in the D&D® Companion Set). But an obvious question arises: why use a crossbow?

The answer lies in medieval European history. Ranged weaponry passed through a series of evolutionary stages. The crossbow was easier to aim than the longbow, and was easily cranked up (requiring less strength to use properly). It was even banned in 1139 for being *too* effective in penetrating armor (though the ban did not last long). But well-trained, disciplined Welsh longbowmen proved to be exceptionally deadly against the forces of Henry II (circa 1120), and the longbow became standard equipment for English infantry by 1250.

In game terms, different areas of the DM's campaign world may correspond to different times and locations in our history, and what is common in one society may be rare in another. The crossbow may have been used by the Chinese as early as 2000 B.C., but the longbow was not common (except to hunters who had no heart for fierce battles) until the 13th century.

DQ: The 1980 and 1983 printing of the Basic Set are in conflict on one point. Can a thief use *any* type of weapon?
DA: As given in the revised edition, a thief can use any weapon usable with one hand, any missile weapon (most of which are two-handed), but no other two-handed weapon.

DQ: In the revised Basic Set's group adventure, what happens if there are only two player characters and both fall asleep in Room 25? (My players brought in three characters, but one died and the other two failed their Saving Throws in that room.) Should I allow the players to try their Saving Throws again, or must I reduce the effect of the magic bedroom?
DA: Modify the effect. There are several ways to do it, but I'd recommend another Saving Throw each hour or so; if successful, the victim sleepwalks across the hall to Room 26. (Note that if only one character makes the Saving Throw, he/she will soon awaken alone, and must find the other and figure out a remedy....)

Advanced Dungeons & Dragons®

ADQ: Studded leather armor has the same AC as ring mail; both are "fairly bulky" (DMG page 27), and movement is the same (9") with either one. Why, then, is ring mail twice as expensive as studded leather?
ADA: It's more expensive because it's harder to make. Studded leather should also be much harder to enchant, and have a lower limit of enchantment, than all-metal (i.e. ring) armor. In general, armor involving combinations of materials (studded or scale) is harder to enchant than armor of a single material (leather, chain, or plate); note that the underpadding and straps are not considered in this "rule of thumb". Leather or ring mail could thus bear a maximum of +5 enchantment, while studded leather should have a maximum of +2 or +3 (DM's option).

ADQ: While I was reading up on hit points in the Players Handbook and the DMG, I noticed a discrepancy. On page 82 of the DMG it says that a wounded character regains 1 hp a day for 7 days (or 1 week). After that, the character regains 7 points per week, plus or minus bonuses for constitution. It also states: "Regardless of the number of hit points a character has, 4 weeks of continuous rest will restore any character to full strength". But in the Players Handbook on page 105, it says that a character regains 1 hp per day for 30 days, and thereafter regains 5 points per day. Which is correct?
ADA: Use the DMG data; it was published after the Players Handbook, and is technically a revision. (But note that, while the "last published" principle is a convenient guideline, it is not infallible.)

ADQ: When a magic-user creates a new magic item, at what level does it function? Up to what level of spells can be placed into an item?
ADA: Use the guidelines for wands, staves and rods (at 6th, 8th, and 10th levels of magic use, respectively) for similar items. (Note that a *magic missile* scroll made by a 19th level caster will produce 10 missiles (total damage of 10d4 + 10), so scrolls can be of any level.) Other items should range between 5th and 12th level in most cases.

Any level of spell can be placed in an item, but the better the effect, the more expensive the item. A device of insufficient quality will be ruined if overly powerful enchantments are attempted.

ADQ: At what level of ability does an artifact function?
ADA: Most artifacts function at 20th level unless noted otherwise. In high campaigns, the DM may (and probably should) modify this upward (probably to 25 or 30).

ADQ: Magical books, tomes, librams, etc., can raise an ability score by 1 point. What is the maximum to which a single score can be raised? In particular, are *pearls of wisdom* cumulative?
ADA: Magical books, librams, and tomes can raise ability scores above racial maxima, as can *ioun stones* (temporarily), *wishes*, and artifacts. Once beyond the racial maximum, the last "limit" is 25 — but this is impossible to reach by mortal means, magical or mundane. Lesser items cannot raise scores above racial maxima, nor can aging of any sort. Note that each such work can be used only once per character (per type of book). Rulebook lawyers may argue that certain entries in the DMG lack the "once only" phrase, but the designer's intentions are the same for all of them. Note also that a *reincarnated* or *polymorphed* character is still the same life force, and therefore still the same character (though in a different container, so to speak).

ADQ: Can a multi-classed character, or a character with two classes (fighter/thief or fighter/assassin) attack on the fighter column, use weapons limited to his class only, and at the same time gain backstab multipliers or attempt assassination?
ADA: When a character has two or more professions and the abilities of one are class-specific in any way (such as thief abilities), special effects gained thereby apply only when all restrictions of that class are also

applied. Thus, a thief gains backstabbing multipliers only when attacking as a thief, using the thief "to hit" chart, and using a club, dagger, or sword.

While we're on the topic of thieves, here are a few other observations. Though the books are not explicit about it, backstabbing multipliers should be given for melee only; a club or dagger may certainly be thrown, and with the +4 bonus for a surprise rear attack, but no multiplier applies. In the case of surprise segments, only the first attack is fully by surprise; if it misses, subsequent hits still within the "surprise segments" period do not gain the multiplier (though such attacks may still gain the standard +2 bonus "to hit" vs. the opponent's rear).

And finally, the DM's judgment is required when a thief is using a magically glowing sword or dagger (which, even if invisible, sheds visible light). First, the DM must decide whether such light is of torch-light strength (as the *light* spell) or nearly full daylight (as the *continual* effect). Second, the DM must consider the victim's sensory capabilities; certain monsters have no sense of light. (These are usually even harder to surprise, though, as they depend on sensations of temperature, air movements, *et. al.* for sensory input.) When the victim is a creature with eyes or the equivalent, and the thief is employing a glowing weapon of light intensity equal to or less than that of the surroundings, the thief might (due to *invisibility*, position, etc.) be able to gain complete surprise, and therefore the backstab multiplier. But when the weapon light is more intense than that of the surroundings, no "total surprise" is possible, and no backstab multiplier will apply.

ADQ: If a fighter has 18(00) strength normally, does he need *gauntlets of ogre power* to gain the double strength bonus allowed with magical war hammers?
ADA: Yes; the requirements given for the hammers are specific, and their exceptional effects involve more factors than mere brute strength.

MHQ: Can you make up a DC character for the MARVEL SUPER HEROES™ Game?
MHA: No. Under our agreement with Marvel Comics Group we have permission to use the many minions of the Marvel Universe™. Those that belong to other companies such as DC or First are *their* property and outside both our legal rights and the scope of the game. (Of course, if you want to create heroes from other areas for your own personal use, that's OK. Just don't tell us.)

MHQ: Can you create your own characters for the game?
MHA: Check Chapter 4, "The Orgin of..." in the campaign book for guidelines.

MHQ: Do you regain Health all at once, or just a little at a time?
MHA: The amount of Health you regain is dependent on your Endurance. In general, you regain your Endurance rank number in Health every day, unless otherwise specified in the adventure. This usually taken all at once, while the character is resting.

MHQ: Are character sheets available for the game?
MHA: Not at this time. You have permission to photocopy the character sheet provided in the Campaign book (page 47) for your use in the game. Character sheets may become available later.

MHQ: How do you determine how many points of damage you do with body transformation into energy forms, or ice, fire, etc.?
MHA: In general, your character can do up to the ability rank of the body transformation power. An energy-creature of Unearthly ability could do up to Unearthly damage to someone he is fighting directly. (Body transformation does NOT give you missile attacks.) Specific heroes of the Marvel Universe, such as Iceman™, are exceptions to the rule. The effects of their abilities are listed.

MHQ: How do you get the issues of Marvel Comics pertaining to the origins of all the comic book heroes and villains ever created?
MHA: That's a tall order. In the past year, Marvel has put out the Official Handbook of the Marvel Universe™, a 15-part comic book devoted to nothing BUT the heroes and villains of the Marvel Universe. OHOTMU, as it is called, is the basis for many of our own judgements of how strong/fast/powerful the heroes are. These comics may be available through your local direct-sale comic merchant, but if not, know that the folk at Mighty Marvel are currently at work on an expanded second series of the book, to be released this spring.

MHQ: On Table 27 in your Campaign Book, you show the minimum number of powers to be two (three for altered humans). However, your character cards for the Thing™ and Captain America™ show them as having one power each, where they should have three for being altered humans. Do they combine their three power rolls into one, big power? Or is there another reason?
MHA: The reason is that Ben, Cap and all the rest are not created by any random-roll system. They are real members of the Marvel Universe, and rather than make their abilities jive with the system, we tailor the system to fit their specific abilities. Ben Grimm has several neat abilities, but only one "Power" (his body armor) because in his book he has just that. The same applies to Cap and his shield.

MHQ: As a judge, can I make up new powers? I am trying to design the Hellfire Club™ but I can't find any power resembling Sebastian Shaw's™.
MHA: As judge you may create any power you see fit for use in the game, as long as it does not imbalance the system or make it less enjoyable for the players. Many Marvel characters, like Sebastian Shaw, have unique abilities that are beyond the bonds of randomly created heroes.

Shaw, by the way, has the ability to convert kinetic energy into physical strength and Health. Whenever he is physically attacked (slugfest, charging, concussive rays), that damage is immediately added to his Health. His Health can reach 400 in this manner. He may redirect energy into an attack, inflicting up to Unearthly damage in one round. The energy dissapates in 10 rounds, but all damage is taken off the excess amount first, then his own Health. Shaw can be hurt by energy attacks and by wrestling. (Nightcrawler™ once gave him a run for his money).

(Note: The above was taken from the first draft of "Project: Wideawake", a roster of Marvel's Merry Mutants, available in stores near you!)

MHQ: In your Campaign Book, you say that Nightcrawler has both a Typical strength and an Excellent strength. The Official Handbook of the Marvel Universe, on the other hand, says he can lift 250 lbs., which is a little above what you call Typical.
MHA: This is what you call a "Gremlin" or "Typo". Nightcrawler's Strength is only Typical, even though it is listed in two places in those booklets. The OHOTMU lists his ability as 250 lbs, so we rounded down in this case, as letting him left 400 lbs was out of line.

MHQ: Wolverine's™ claws are described as doing Excellent damage, but I have seen him cut through Amazing materials in the X-MEN™. This would mean that he would have had to make a RED feat to accomplish these tasks (a bit harder than I had imagined).
MHA: That's a problem I recently addressed in one of the "Marvel-Philes", a series of articles in Dragon® Magazine devoted to the Game. Wolverine does Excellent damage with his claws, but the Claws are made of Unearthly material. If it's a question of his claws against a material such as steel plate, use the Unearthly value for cutting through. If it's against a target with Health, use the Excellent damage. Note that Logan™ could shred the armor of a Sentinel™ or villain in a battle-suit one round, then go after the man the second. Okay?

MHQ: Would unique weapons shift two columns for damage, or just for hitting?
MHA: Unique weapons generally give a two-column shift to hit ONLY. Damage is dictated by the weapon, or by the user's Strength.

DISPEL CONFUSION

Advanced Dungeons & Dragons

ADQ: What happens when two artifacts collide? Can the *Sword of Kas* be stopped by the *Invulnerable Coat of Arnd*? Would Excalibur or Stormbringer be stopped?
ADA: As a general guideline, all defensive absolutes take precedence over all offensive effects. Attacks are rarely, if ever, given absolute powers. If the effects are nevertheless utterly at odds and not resolvable by other means, both artifacts may either *teleport* away from the reality conflict to a random location, or may rupture normal space-time, causing both (and possibly all things nearby**) to be lost in the vortices of nilspace.

ADQ: Does the +10 hit points damage that a *Holy Avenger* does versus chaotic evil include the +5 bonus of the sword?
ADA: Yes.

ADQ: Can someone blend via a *robe of blending* and move at the same time?
ADA: Yes; this is its primary mode of use. It can, of course, simply be used to hide, as well.

ADQ: Can a *hammer of thunderbolts* be swung and hurled one-handed? If fighting two-handed, that is, with 2 weapons, can the *hammer* be swung in the off hand?
ADA: No. Not only must two hands be used, due to the size of the weapon, but fatigue also applies (as given in the description). This *hammer* can never be used effectively with one hand, including in "two-fisted" combat.

ADQ: For the purpose of magic resistance, at what level of ability does a *vorpal sword, holy avenger,* etc. operate?
ADA: The special cutting effects of such weapons are not affected by magic resistance. If the sword has intelligence, treat all spell effects (Primary Abilities and Extraordinary Powers) as if they were produced by a level of caster equal to the sword's Total Personality Strength (INT + EGO).

Special note: This equation is official. Though the level of caster is notably high by this calculation, the weapon has far fewer abilities than a spell caster of comparable level. The extra range, duration et. al. *gained thereby (as applicable) do not adversely affect game balance. —EGG*

ADQ: On page 27 of the *Dungeon Masters Guide* is a list of movement rates for various armor types. Should these be modified for strength using encumbrance bonuses and penalties from page 9, *Players Handbook*? Do these movement rates apply to non-humans, or do short-legged races such as goblins move more slowly? It is hard to get this information from the *Monster Manual*. For example, elves and dwarves both typically wear chain mail, but their movement rates are listed as 12" and 6", respectively, while humans in chain move at 9".
ADA: Insufficient details are given on this topic to answer your question officially. Try the following unofficial system.

The "free encumbrance" (the amount the character can carry without penalty) is easily calculated by adding the average character weight (*Dungeon Masters Guide*, page 102) to the base "free encumbrance" figure (*Players Handbook*, page 101), expressed in coins, which generates the numbers on the following chart. Base movement rates are also given.

Race	Male	X	Female	X	Move
Human	2100	350	1650	260	12"
Half-orc	1850	300	1550	240	12"
Dwarf	1850	300	1550	240	9"
Half-elf	1650	260	1350	200	12"
Elf	1350	200	1150	160	12"
Gnome	1150	160	1100	150	9"
Halfling	950	120	850	100	9"

Remember that these figures include the character's own body weight. Find the total for your character, and modify it by the strength adjustment (*Players Handbook*, page 9), which is already given in coins. Finally, subtract the character's actual weight (naked) to find the maximum weight of items which can be added without penalty.

Assuming that the 35-pound increments used in the *Players Handbook* (pages 101-102) are based on the average capacity of the average human male, the "X" column gives the factored increment of change for all other character types. "X" is simply the ratio of unencumbered body weights, multiplied by that 35 pound figure. When a character adds "X" additional weight, the movement rate drops to the next stage: 9"; 6"; 3"-4"; (then, extrapolating if desired, 1"-2"; 0).

Example: A chubby half-orc female weighing 140 pounds has a strength of 18(40). Her free encumbrance is 1550 (from the chart) plus 1000 (Strength bonus), or 2550. After subtracting her weight (1400), she can carry items totaling 1150 coins without problem, at 12" rate. Adding the 240-coin increment, her movement rate drops to 9" when she's carrying a total of 1390 coins; to 6" with 1630 coins; to 3"-4" with 1870 coins; to 1"-2" with 2110 coins; and no movement at all with 2350 coins or more.

Nearly all movement rates in the system are divisible by 3 for easier calculations. If you wish, you may extrapolate a straight-line function, instead of increments, to more accurately reflect the ratio of movement rates vs. encumbrance. However, use the ratios of average heights, rather than body weights, as a more accurate reflection of speed.

The table in the *Dungeon Masters Guide* (page 27) to which you refer gives accurate encumbrance figures for various armor types, and again (I presume) it is based on a human male. Use the movement rates given if you prefer to avoid the complexity of the above system.

ADQ: Can *invisibility* be cast on inanimate objects? If so, can it make light radiated from such objects invisible also?
ADA: *Invisibility* only affects a recipient creature; objects are only affected if they are "gear" of the invisible creature. No creature can be the "gear" of another; one *invisibility* spell affects only one life force. As to light — well, that's a sticky one, and left to the DM's option. We recommend that all light becomes visible once it leaves the light source, even though such a source could itself be invisible. (Note: See Issue #3 for more notes on *invisibility*.)

ADQ: According to page 66 of the *Players Handbook*, a familiar "conveys its sensory powers to its master". Does this mean that the magic-user himself is endowed with night vision, superior hearing, etc.? Or, does it mean rather that there is some kind of mental link which allows the mage to see through his familiar's eyes, hear with its ears, etc.?
ADA: The magic-user does NOT see through the familiar's eyes; that telepathic effect is gained only via a homonculous. A familiar's much looser connection does give the magic-user additional powers, as given in the spell description.

**"Nearby" could be measured in any units, at the DM's option — from inches to light-years.)

ADQ: Can a human character change classes more than once by the dual-classed human rules?
ADA: No. Dual-classed means exactly that — two classes. No "triple-classed" character is mentioned, implied, or allowed by the rules. Certain exceedingly rare individuals might gain triple-class status, if the DM permits, but such a case should involve great personal service for and devotion to a deity of great power. This sort of thing is even beyond the powers of *wishes*, artifacts, and all other mortal means.

(In my own campaign, there is one such person — one NPC of the hundreds I have detailed, known only as "Doc" — who is a human paladin/cleric/magic-user of disgustingly lawful and good nature. He was granted permission to add the magic-user class only so that he could rise high enough to cast *wishes* daily on behalf of the beleaguered forces of good during a five-century "dark ages," and also gained an extended lifespan for the same purpose. The forces of good have now returned to power, and Doc is thankfully preparing to die, quite weary of his tasks.)

ADQ: Can a character with two classes gain experience ever again in his first class? Will a *wish* or perhaps a quest allow this to work?
ADA: This should not normally be allowed at all. However, if the DM has strong reasons for wanting the character to gain one additional level of experience in the first class, one or more *wishes* might work. But this should only occur if there are strong reasons and a specific goal worthy of such a thing.

ADQ: Will an artifact function in an *anti-magic shell*?
ADA: Yes. Though many artifacts produce "normal" spell powers, they themselves are far beyond the influence of any such. Note that deities are likewise beyond mere "mortal magic".

ADQ: Can *legend lore* be used to hunt down the location of an artifact? Will it tell of any of its powers? What about a *wish*?
ADA: *Legend lore* can be used to gain information about an artifact, but read the spell description with care. Powers may be hinted at, in an exceedingly obscure manner. A *wish* may be used to duplicate the *legend lore* effect, with slightly better results.

ADQ: Do *Johydee's Mask* and *Queen Ehlissa's Marvelous Nightengale* give the possessors protection against *true sight*? The *Nightengale* "throws forth a protective sphere, preventing detection, or magical (or psionic) intrusion in a 30' radius*. Does this mean that there is effectively an *anti-magic shell* around the *Nightengale*; or that within a barrier of 30' magic does not function, but rather inside it does; or something else? Can someone cast out of this protective sphere? What if the possessor is psionically endowed? Will his psionics function inside of the sphere and beyond?
ADA: The *Mask* blocks mental attacks of all sorts, but does not inhibit the user's abilities in this regard. The *Nightingale* sphere of protection is exactly that, again not interfering with the user in any way. These artifact effects are not like those of any spell or other magic item.

ADQ: When casting *shape change*, does the magic-user acquire the armor class and saving throw of the creature he becomes, or does he retain his own? Will he acquire innate abilities of the creature, such as immunities to normal weapons, or perhaps the ghost's ability to age 10-40 years?
ADA: The magic-user acquires the armor class of the form, but not the saving throws; these are based on a being's trueself. Immunities and special attacks (such as aging) are acquired as per the new form.

ADQ: Magical aging requires a system shock survival check. Does this include the effects of *haste*, *wishing*, *gates*, and the like?
ADA: We recommend yes, that any unnatural aging should cause a potentially deadly shock. However, the debate still rages, as yet unresolved. DMs who feel this to be too severe may modify the result of failure to be coma, lasting 1 day per year of aging, with a 10% chance per day (not cumulative) of death from the shock.

ADQ: How many familiars can a magic-user have at one time?
ADA: One only.

ADQ: Can someone other than the caster walk through a *prismatic sphere*, or does the seventh layer (force field) keep anyone from entering?
ADA: Anyone can penetrate a *prismatic sphere*, simply by taking the damage (a total of 70 hp) and making all the required saving throws. The "force field" is different from a *wall of force*, else the caster would not be able to penetrate it either.

ADQ: If a character is *reincarnated*, at what level of ability does the new incarnation begin? If the creature is *reincarnated* as a character type, but his former class is not available to his new race, what happens?
ADA: A *reincarnated* character should retain approximately the same mental characteristics (Intelligence, Wisdom, and Charisma), and thus is the same level of experience as before the incident. The DM may modify this to allow a drop of 1 level, but not more unless demi-human maxima apply. If the profession (class or classes) is not suited to the new form, the abilities are nevertheless retained, but further progress is impossible.

ADQ: Is a character who saves vs. an area effect spell (like *time stop*) immune to the spell effect, or is he simply able to get out of the area of effect?
ADA: No saving throw normally applies to a *time stop*. If a *wish* or other powerful magic were specifically used at a prior time, for the express purpose of allowing a saving throw for the next effect normally allowing none (and carefully worded, as well), this is theoretically possible. However, due to the power of a *time stop* (a spell effect on a par with a *wish*), even a successful saving throw would not indicate freedom; rather, the victim would be able to perceive the *time stop* area and the actions of the caster of the spell, but would still be firmly caught within it.

This is an exceptional case. Normally, a saving throw indicates an individual's ability to resist or avoid an effect, and assumes defensive action (mental repulsion of an attack, physical dodging or covering up, etc.) appropriate to the attack form. Any character unable to move to avoid a damage-causing area effect should incur some penalty to the saving throw. Anyone refusing to take defensive action should incur a severe penalty at the very least, and may (DM's judgment) forfeit one altogether.

ADQ: When using the psionic discipline of energy control, can the psionic character choose which spells he will allow to function?
ADA: Psionic energy control should be tightly controlled by any DM wishing to retain any shred of game balance. This Major Science is far too powerful as it stands, and will be revised or deleted in the future. For now, we recommend that its use be balanced by a simple addition: if the psionic character ever suffers a "P" or "W" result (from a Mind Thrust or Ego Whip attack), this will automatically be the ability damaged or removed, and its loss (if a "P" result) cannot be restored by any means whatsoever.

To your question: as currently described, energy control can be used against any one or more attacks directed at and approaching within 10' of the psionic, with no other limit except that dictated by the psionic's total power.

ADQ: When a thief casts a scroll spell, there is a chance of miscasting it which increases with the spell's level (page 27, *Players Handbook*), apparently similar to a spellcaster's chance of miscasting a scroll spell of a level higher than he could cast himself (page 128, *Dungeon Masters Guide*). For determining the thief's chance of miscasting (and resulting spell effects), what level of spellcaster is he considered to be? Zero?
ADA: Yes, use that chart. However, treat a 10th level thief as if a Level 1 caster, 11th level as if Level 2, etc. (This is, by the way, the same procedure as that used for determining the caster's level when spells are used by rangers and paladins. The first level at which a spell type is available is always treated as if Level 1.)

*Page 160, ADVANCED DUNGEONS & DRAGONS® *Dungeon Masters Guide*, © 1979, TSR Inc. All Rights Reserved.

DISPEL CONFUSION

Advanced Dungeons & Dragons® Game Questions

ADQ: Just what can a *phantasmal force* imitate? According to the spell description, the area of effect is only 8 square inches + 1 square inch per level. With this restriction, an archmage could only make a pit 3 square feet in area. Shouldn't it be listed as 8" + 1"/level instead?

ADA: Your first question is so broad that it cannot be answered here. However, note that the "square inch" in this spell description (written at a time when terminology was quite a bit looser) refers to 100 square feet (a 10' by 10' area), as you have noted.

ADQ: What is a mind flayer's mind blast? Is it the same as attack A (psionic blast) in the *Players Handbook* and *Dungeon Masters Guide*? If so, does it use up psionic strength points, or is it an innate ability?

ADA: The mind flayer's psionic attack mode is A (psionic blast), not B (as given in *Monster Manual*), and each use costs the standard 20 points of attack strength. Note that the maximum range is 60' and that the victims may avoid the effect with a special saving throw. (See the ADVANCED DUNGEONS & DRAGONS® Game *Dungeon Masters Guide*, page 78).

ADQ: What happens if a psionic halfling fighter rolls eligibility to learn more than 3 disciplines? A 4th discipline cannot be gained until 7th level — a level which halfling fighters are incapable of attaining. Is the halfling's psionic growth stunted just because he can no longer advance as a fighter?

ADA: Yes. However, if you (as DM) wish to allow it, the next discipline may be gained when the character's XP total indicates that promotion would have occurred (though it does not). This also solves the problem of halflings unable even to reach 5th level.

ADQ: A *silence 15' radius* spell prevents sounds made within its area of effect from being heard outside. But can those within the *silence* hear noise made outside, or are they effectively deaf?

ADA: The *silence 15' radius* spell magically dampens all noise within the area. Those affected cannot hear anything, and no sounds made within the volume can be heard by anyone inside of it or otherwise. Note, however, that *clairaudience* will still function normally if its user is within a *silenced* area, as long as the target area is not *silenced*. Similarly, a blind man could see (temporarily) if given a *clairvoyance* potion!

ADQ: The first level of each outer plane can be entered from the astral plane. Presumably, one could go from the first level to other levels of the plane, but how is this done? Just how does one get to the 2nd Hell, the 7th Heaven, or the 314th layer of the Abyss? Do you have to go through all the preceding layers? Are layers astro-geographically adjacent so that one can be entered from another, or is some spell or device required to *teleport* into these planes?

ADA: The layers of each of the grouped outer planes (Seven Heavens through Arcadia) are "planographically adjacent"; tourists must pass them in numerical order to reach the "deepest." But certain powerful local residents of each group have, no doubt, discovered certain "short cuts" for faster passage.

Note also that the tuning forks employed in the cleric's *plane shift* spell bypass all such planography, allowing access directly to any plane. A *gate* spell bestows similar direct access.

Gamma World® Game Questions

GWQ: How long could someone stay underwater while wearing powered armor?

GWA: A character wearing powered armor can stay underwater until the suit's oxygen supply runs out (about 72 hours, less time it has already been in use).

GWQ: Could a character with *mental control* take over a Herp or Kamodo?

GWA: Yes, but it's not easy to take over a Kamodo, with its *mental shield*, *reflection*, and *will force*. Note that the character is limited by the physical statistics of the body he inhabits.

GWQ: How do the *shorter* and *taller* mutations affect movement rates for characters?

GWA: Modify the normal movement rate for the base species by the character's percentage of average height. For example, the average human is 2 meters tall and moves at 18m/Action Turn. A character twice that tall (4 meters), would move twice as fast, or 36m/Action Turn; and a character 1 meter tall would move half as fast, or 9m/Action Turn.

GWQ: What sorts of fighters, bombers, and other military aircraft are available from Ancient military bases, and what are their statistics?

GWA: Aircraft bases would probably hold standard planes, hovercraft, etc. Remember that the game is set in the future, so design somewhat futuristic craft for use there. For guidelines, use the craft given in the rulebook: bubble cars, hover cars, and flit cars. In addition, some bases previously involved with space programs might have shuttle transports preprogrammed to take passengers to an orbiting space station or to the lunar or Martian colonies. Exact statistics will have to be developed according to your specific needs.

GWQ: A player in my campaign has a character with a *dual brain* and *repulsion field*. Can each brain use a separate *repulsion* attack, getting two such attacks per turn?

GWA: No. The character's mental mutations are divided between the two brains rather than shared by both. Therefore, the *repulsion field* is only usable by one brain, while another mental mutation (if the character has more than one) is usable simultaneously by the other.

GWQ: What protection can you set up against higher-level ID cards?

GWA: If you want to make an area inaccessible even to a high-level ID card, simply add another necessary type of identification, such as a password, fingerprint ID, voice control, or retinal scan.

GWQ: The GM Campaign Map in GW 3, *The Cleansing War of Garik Blackhand*, does not tell where the White Feather tribe is or where the Lake Blob scenario takes place.

GWA: Lake Blob is the smaller of the two connected lakes just southeast of Lake Yee'Low on the module campaign map. Since the White Feather Tribe is nomadic, the GM may place them as desired at the start of the scenario.

DISPEL CONFUSION

STAR FRONTIERS®

Game Questions

SFQ: Is there a chance that the Eorna might be brought back to the spotlight for future modules?
SFA: Since the ancient spacecraft full of Eorna eggs was found floating in orbit around Volturnus at the end of the *Starspawn of Volturnus* module, the Eorna are no longer doomed to die out as a race. Though there are no concrete plans at the moment to publish further adventures set on Volturnus, there is plenty of material in the original module series from which to develop further adventures.

SFQ: What are the stats for the K'tsa-Kar star system? Though it was listed in the Alpha Dawn set, no details were given.
SFA: The statistics for the K'tsa-Kar system were accidentally omitted from the Alpha Dawn set, but they are included in the new *Zebulon's Guide to Frontier Space* accessory. For those of you who haven't yet picked that up, here are the long-awaited stats. K'tsa-Kar is a hot orange star (K0). The system's single major inhabited planet, known as Kawdl-Kit, is the UPF outpost charged with scanning for Sathar in the direction of the White Light Nebulae. Vrusk are the prevalent race there, and the planet is lightly populated. Education and scientific study are its chief industries. Kawdl-Kit's gravity is 0.7 Earth normal, and its day is 30 Earth hours long. Though it has no natural moons, Kawdl-Kit does have two artificial satellites — one an armed space station and the other a rest and relaxation area.

SFQ: Does a character wearing a spacesuit with a rocket pack gain an advantage in regaining control during weightless combat?
SFA: No, the rocket pack is simply a means of propulsion. It does no more than any other propulsion device to help the user gain or maintain a desired orientation.

SFQ: Can characters with computer skill create the spaceship programs from the Knight Hawks campaign book? If so, would a related skill be required? For example, would astrogation skill be required to write or manipulate the astrogation program?
SFA: Although expertise with other fields of study is not specifically required to write programs, it seems reasonable to stipulate that some specific knowledge of the subject matter is required to write a workable program. For example, if characters trying to write astrogation programs do not have astrogation skill themselves, they would need to work with others who do. Either way, the price of the final product should reflect the additional skill needed.

SFQ: The Knight Hawks campaign book gives both 25% and 35% as the chance for the Sathar to replace ships ("Sathar Replacements," page 60). Which figure is correct?
SFA: Designer Doug Niles says that 35% is the correct figure. Thanks for catching the typo.

SFQ: Could you provide a rough timeline for the history of the Frontier? The *Dramune Run* module includes information on the date system in use, but does not provide many other points of reference. For example, when did/does/will Sathar War II take place? When did/do/will the various module adventures take place?
SFA: A complete timeline for Frontier events is given in the new STAR FRONTIERS® Game Accessory, *Zebulon's Guide to Frontier Space*. Although not every module is specifically placed in the sequence, several points of reference are given that should help.

The Pan-Galactic Corporation was founded in 230 PF (pre-Frontier), and the First Sathar War occurred in 3 PF. The United Planetary Federation was established in 1 FY (Federation Year) as a mutual defense organization, mostly due to the disastrous results of the First Sathar War and the certainty that the enemy would return. Star Law was established in 5 FY.

In 14 FY, the Sundown system was discovered, and just a few years later the Blue Plague decimated four star systems. Research showed that the disease had been brought to Starmist by an alien vessel, and carried into other star systems by travelers. In 25 FY, the UPF became aware of the Mechanon menace on Volturnus, but was unable to take action due to the Blue Plague. In 27 FY the Blue Plague was eradicated from the Frontier, enabling Star Law to deal effectively with the Mechanon revolt on Volturnus in 54 FY.

In 57 FY, the Waller Nexus system was discovered, and its only habitable planet, Mahg Mar, was the site of the first UPF mutiny (*Mutiny on the Eleanor Moreas*). Later in that same year, the Liberty system was discovered and its planet Snowball was liberated from Sathar Tyranny (*The War Machine*).

The Rhianna system was discovered in 60 FY by the Cassidine Development Corporation, but kept secret until 63 FY, when the Streel corporation attacked the CDC operations there (*Mission to Alcazzar*).

The third Dramune War was fought in 61 FY (*Dramune Run*), and the Second Sathar War began in 80 FY with with an attack on Volturnus launched through the Xagyg Nebula, while another Sathar Fleet entered the Frontier unnoticed through the White Light Nebulae.

The above events are only excerpts from the full timeline given in *Zebulon's Guide to Frontier Space*. If you want further details, new character races, revised combat rules, and other neat stuff, run to your hobby shop and grab the book. (Be sure to pay for it, though!)

SFQ: Do characters with spaceship skills get paid extra for non-spaceship skills they possess (+ 10 Credits/level) as per AD page 60? Do spacers get paid more if they possess two or more spaceship skills?
SFA: Yes, all skills count for total pay rate as given in Alpha Dawn, unless the referee stipulates otherwise for a given scenario.

SFQ: Is it possible to upgrade a computer program? If so, what is the price? For example, suppose a character decides that his Level 1 Information Storage program is not sufficient for his needs. Would he have to pay full price for a Level 2 Information Storage program, or could he merely pay the difference between the two?
SFA: Most computer programs come in commercially available, prepackaged units called maxiprogs or progits. Since they are mass produced as preformed units, it is not possible to upgrade one for any less than it would cost to buy a new one of the desired level. However, it might be possible to get a discount on a more advanced model by trading in the old unit, since used units in good condition could doubtless be resold by dealers.

Of course, programs written by characters can always be rewritten and upgraded by the original creators if desired. In that case, the judge must decide how much time it will take and what it will cost.

SFQ: Why does the Frontier seem to exist on a plane? All distances take only two dimensions into account. I propose that all distances on the Interstellar Distance Table (KH page 26) be rounded up rather than rounded to the nearest integer. This would show that not all stars in the Frontier lie exactly on the plane of the galaxy.
SFA: Go ahead and try that variation if you like; it shouldn't cause any major problems with the game mechanics. But remember, the game is set up for maximum playability, not absolute realism. As long as you are playing a game on a flat map, it makes sense to specify your distances in two-dimensional terms.

DISPEL CONFUSION

Advanced Dungeons & Dragons

Game Questions

ADQ: On page 15 of the *Unearthed Arcana* book, it says that when the cavalier is dismounted and using a lance, a +1 bonus applies to the damage. A medium or light lance used while dismounted is treated as a spear. But the damage indicated for the medium lance is 2-7/2-12 and that for the spear is 1-6/1-8. Do you treat the lance exactly like a spear?
ADA: The medium or light lance used while dismounted is treated as a spear in all respects except length, weight, and speed factor. Therefore, the base damage is that of a spear, but a +1 damage bonus applies, making the total damage 1-6+1/1-8+1, or 2-7/2-9.

ADQ: Do psionic disciplines come into effect immediately? That is, could a psionic character in melee with a fighter *probability travel* away before the opponent had a chance to strike?
ADA: Use of a psionic discipline takes one segment, so the psionic character in your example might be able to escape via *probability travel*, depending upon the initiative roll and the speed factor of the attacker's weapon.

ADQ: Can spellcasters (or for that matter, monsters with innate spell powers) see through their own *darkness* effects?
ADA: No, not even the caster can see through *darkness* without other aid, such as true sight. *Darkness* is usually used to confuse the enemy while the caster escapes.

ADQ: Why do super-powerful monsters (such as Demogorgon or Asmodeus) strike as 16+ hit die creatures? This gives them a worse chance "to hit" than a 17th-level fighter. They have had thousands upon thousands of years of fighting experience with others of their ilk, far more than any fighter characters. I know the game is tipped toward humans, but this seems a bit much.
ADA: First of all, neither Asmodeus nor Demogorgon should have to resort to hand-to-hand combat to deal with mortals. Their other abilities more than make up for any lack of combat skills.

Secondly, both can be considered demigods, as per the *Legends & Lore* book. Note that even the greater gods listed in that work are rarely given class-equivalents higher than 18th-level, though they too have obviously been fighting and casting spells for thousands of years. After a point, further development of human skills is a waste of time, for there are far better ways for a deity to handle problems.

Properly run, an encounter with either Asmodeus or Demogorgon should be more than a match for a party of high-level characters, superior human fighting skills notwithstanding. Consider the at-will abilities, magic resistance, and immunities of those opponents, plus their ability to teleport away from any situation they don't like, and they're awfully tough as they are.

ADQ: How long is the "introductory" training period for a human who switches classes and becomes dual-classed?
ADA: Since the system doesn't specify it, it's up to the DM's judgement. I usually require a training period of at least 1-2 months (game time) to learn the rudiments of a new profession. Another campaign in Lake Geneva uses a number of weeks (game time again) equal to the starting age of a human in the new class (*Dungeon Masters Guide*, page 12), which is a bit tougher.

ADQ: On page 81 of the *Dungeon Masters Guide*, it says that magic armor protects the wearer from spells that cause physical damage. Would this also protect against non-magical cold attacks? The implication seems to be that magic armor protects against a *cone of cold* spell but not against white dragon breath.
ADA: Magic armor also gives saving throw bonuses vs. non-magical cold or fire attacks, assuming that the attack form allows a saving throw in the first place. It does not provide extra protection against attack forms such as gas and poison, which do not depend on physical damage to work, nor against spells which do not inflict damage, such as *sleep*, *charm*, etc. The passage merely indicates that magic armor provides defensive bonuses vs. damage-producing spells IN ADDITION to extra protection from normal attack forms.

ADQ: Why don't undead spellcasters need spellbooks? Since Ed Greenwood of DRAGON® Magazine said on page 53 of Issue #95 that the lich Azimer did not need his spell book, I assume that this is an official ruling. In that case, what is the spell recharge period of a lich (or vampire)?
ADA: NEVER assume that something in a magazine (TSR's or otherwise) is official. The official ruling is that liches do indeed need their spellbooks to memorize spells, just as they did when they were living mortal spellcasters. The module in question is unclear as to exactly why Azimer isn't using his book in this instance; perhaps he doesn't use spells often and is still carrying spells he memorized some time ago.

For future reference, note that most material appearing in DRAGON® Magazine and other gaming periodicals is NOT official; the articles are simply ideas and contributions from the readership. Official rules for the AD&D® Game appear in the AD&D® Game hardback books, period. Official rules adjustments and interpretations appear in this column and occasionally in DRAGON® Magazine, but they are always clearly labelled as such. Even then, rules additions and expansions are frequently in prototype form, and are subject to alteration before being finalized in a hardback rules supplement. Feel free to try out any ideas presented in the periodicals, but if you are a stickler for running a by-the-book campaign, double-check the books first and adjust the material as needed to avoid conflicts with published rules.

Note that any hardback rulebook is carefully reviewed by TSR staff designers before publication, but deadlines do not permit such a luxury with respect to magazine articles. Some (few) glitches get by even in the hardbacks; they are more common in the magazines.

ADQ: Can non-corporeal undead fly, or are they affected by gravity like most other creatures?
ADA: Non-corporeal undead can fly only if a flying speed is given in the creature description. Ghosts travel mainly on the ethereal plane, so in their partial manifestations they can appear to float or fly as desired, except when they have assumed material form.

Note that due to format changes, certain bits of data in the original *Monster Manual* book are incompletely (and sometimes incorrectly) presented, using the modern viewpoint. A spectre, for example, has Maneuverability Class B, which is not in the book. A giant gar's movement rate is not 30", as given; it's 0"//30", since it can't walk around on land.

ADQ: Page 39 of the *Dungeon Masters Guide* states that a magic-user may add one spell to his or her spell books each time he or she trains. What level is the given spell, and can the player choose the spell or is it randomly determined?
ADA: The spell is normally of the highest level that the character can cast after training. It is up to the individual DM to determine whether new spells are assigned or given by choice in a particular campaign. In either case, the "chance to know" roll still applies, and the character may or may not be given a chance to choose another spell if the first offering cannot be learned. Also, the DM may choose to make only certain spells available through the training process, so the choice may be limited.

Good DMs usually take this opportunity to insert a spell which will be needed soon in the campaign (planning ahead), or otherwise one that would lie within the demonstrated interests of the character. For example, a mage who prefers evocations would get a new evocation in each training period (usually, but not always).

DISPEL CONFUSION

STAR FRONTIERS®
SCIENCE FICTION ROLE-PLAYING GAME

SFQ: Why can't Level 1 Pilots fly starships within a system? According to the Pilot Certification Table (KH page 24), a Level 1 Pilot can fly system ships of all sizes. Is there a difference between flying a system ship and flying a starship within a system?
SFA: Yes. Starships are radically different in design, propulsion, and equipment from system ships. They do not suddenly shed all their complex machinery when they enter a star system. Whether the starship is going on an intergalactic voyage or just a spin around the solar system, it still takes an experienced pilot to get it out of the docking bay.
SFQ: Does an Engineer's Toolbox (KH page 30) come with a Techkit?
SFA: Yes, the basic Techkit is included in addition to the other specialized equipment.
SFQ: With a sick bay, a medic gains +20% on all Success Rates (AD, page 90). How much does a spaceship sick bay cost?
SFA: For basic medical facilities capable of treating most wounds, infections, common diseases and poisons, the sick bay will require 6 square meters of space and 8,000 Credits per patient to be accomodated. This includes bed, monitoring devices, and 10 times the amount of each drug found in a standard medkit, plus computer facilities able to accomodate a level 3 medical treatment job maxiprog. A basic sick bay allows the medic to gain the bonus for treating wounds and infections, but not for other specialized medical skills.

More elaborate facilities may include a separate laboratory for analyzing new disease organisms and developing new drugs and anti-toxins. A laboratory costs 100,000 Credits and includes equipment and maxiprogs for analysis, diagnosis, and testing. A sick bay with a laboratory allows the medic to gain the bonus for diagnosis and for treatment of disease, poison, and radiation.

Larger starships and space stations are normally equipped with a surgical unit as well. Surgical facilities cost an additional 100,000 credits and include surgical equipment, plus specialized level 6 life support and medical treatment maxiprogs. The surgical unit will allow the medic to gain the stated bonus for surgery and forensic medicine.
SFQ: How is the pay/day determined for a character with two skills that pay an equal amount? For example, according to the pay/day table (AD, page 60) a Level 3 Roboticist/Level 2 Medic could be paid 100 Cr (80 + 20) or 110 Cr (30 + 80), depending upon which skill was considered full rate.
SFA: If the character is hired for a job where one of the skills is critical, that skill should be paid at full rate. Otherwise, the higher level skill is paid at full rate, and the lower level one at an additional +10/level/day, as given. Therefore, your example character would receive (80 + 20) = 100 Credits/day.

Advanced Dungeons & Dragons®
ROLE-PLAYING GAME

ADQ: When a thief successfully sneaks up to a victim and backstabs, should there not also be a surprise roll? As the thief truly did surprise the opponent, and other character classes in this situation would have the chance to attack in each surprise segment gained, why not the thief? Or is maximum surprise assumed — modified by dexterity?
ADA: The degree of surprise is not assumed. At the first confrontation, the thief gains the backstab bonuses (+4 "to hit" and multiplied damage) only if a standard roll indicates surprise. If the victim is not surprised, only the +2 bonus "to hit" from behind applies to the backstab attempt, and multiple damage is disallowed, since it is contingent on surprise. Assuming surprise, multiple attacks may be possible (as per normal surprise rules); if so, the +4 "to hit" bonus applies for all such attacks, but only the first gains the multiplier, as the victim who has been hit once does not remain surprised per se. Another backstab attempt against the same victim may be made by a different thief, or by the same thief if he or she disengages, departs, and successfully gains surprise upon returning. Surprise is not possible if the victim is aware of the thief's presence and position.
ADQ: If a half-orc with a dexterity of 12-14 is limited to 8th-level as a thief, why can that same character advance up to 15th-level in the assassin class and thereby gain the same abilities as a 13th-level thief? It seems that no evil half-orc should bother being a thief, since he can get more complete thief training as an assassin, plus the assassin abilities as well.
ADA: That assessment is correct; a smart evil half-orc will nearly always choose the assassin path over straight thievery. The orcish race is vicious by nature, and that tendency is reflected in the career paths available to half-orcs.

But life's a lot tougher for an assassin than for a thief. The latter class is respected and tolerated (or even encouraged) by adventurers, and possibly even rulers; the former, however, is usually despised by all.
ADQ: Why do magic-users seem to be more attuned to the elements (at a medium level) than druids? Magic-users as low as 9th-level can conjure any of the four "most common" elementals, assuming that they have the spell, whereas druids must wait until they reach 11th-level to *conjure fire elementals*, and 12th-level to *conjure earth elementals*. Even though the druid may control the summoned elemental with basically no chance of failure, it seems that the druid should have more power over elemental-summoning than the magic-user. The magic-user is, in my opinion, one of the strongest of the player character classes, and mages do not need any druidical powers.
ADA: Druids are attuned to nature, which is the perfect blending of all four elements. It is against their basic nature to bring one element into dominance over the others, that creates imbalance. Magic-users, on the other hand, may be adept at conjuring. Those who are make careful studies of other planes, including elemental planes, whereas druids study only the Prime Material Plane.

Note also that druids gain the cooperation of elementals, but magic-users must coerce the poor creatures, and thus run the ever-present risk of losing control and being attacked by their conjurations.
ADQ: The description of the 9th-level magic-user spell *prismatic sphere* in the *Players Handbook* specifies that the seventh sphere confers force field protection. Is this protection akin to a *wall of force*? If so, the seventh sphere is equal to all six former spheres put together, and the magic-user could not cast spells out of it. This makes the *prismatic sphere* spell an expensive delay only for the magic-user, and leaves the mage's comrades out in the cold.
ADA: No, the force field is NOT a *wall of force*. It is exactly as the spell description states — a barrier which sends anyone trying to penetrate it to another plane unless a save vs. spells is made. If the save is successful, the attacker may pass through it to the mage. Note, however, that said attacker is once again subject to all the effects on his way out, and must make a new save vs. that effect and each of the others for which one is required to escape.

There is nothing in the spell description to indicate that the creator of the *sphere* cannot cast spells out of it. Indeed, the caster may pass through the sphere with no ill effects, and his or her spells can as well

DISPEL CONFUSION

Advanced Dungeons & Dragons®

ROLE-PLAYING GAME

Q: Is the "plus" of a magical weapon directly proportional to its hardness and sharpness? If so, can a very finely wrought weapon of adamantite (non-drow manufacture) be equivalent to a +1 or +2 weapon? Also, can such a weapon (e.g. the weapon of a Qullan) affect creatures able to be hit only by magic weapons, or must the weapon actually be enchanted?

A: The weapon bonus is not necessarily a function of physical qualities, but it can be (as with drow items). The DM may allow the limited manufacture of non-magical weapons which are treated as if enchanted due to excellent materials and/or craftsmanship. Such weapons may affect creatures immune to normal weapons. Watch the item descriptions for key phrases such as "acts as a +1 weapon."

Q: According to the text, an *anti-magic shell* does not allow a magic weapon to function magically within its confines. Does that mean that monsters which only can be hit by magical weapons are immune to weapons "de-magicked" by the *shell*?

A: Yes, monsters immune to normal weapons are immune to weapons that are temporarily disenchanted by the effect of an *anti-magic shell*. Of course, they cannot use their magical at-will abilities (if any) within the *shell's* confines, either.

Q: In the descriptions for some monsters, it is said that they only can be harmed by cold-wrought iron (or magic weapons). How is a cold-wrought weapon made, and where can it be obtained?

A: Cold-wrought iron is iron which is shaped without heat, generally by pounding and filing. Sources of cold-wrought weapons vary from one campaign to another, and it is up to your DM to decide where such weapons might be found in his own world. They are generally rare, as they take more time and effort to make than forged weapons, and are not as durable.

Q: In module T1-4, how does Prince Thrommel, a Paladin Lord, use the chaotic broadsword Fragarch, which supposedly deals out 1-6 hp and 1-10 rounds of unconsciousness to any lawful creature holding it?

A: Obviously, Thrommel doesn't actually use the sword. He simply retains possession of it, probably to keep it out of the possession of chaotics until he can dispose of it properly.

Q: Does the *Unearthed Arcana* book add any new multi-classed demi-human character options? For example, can a half-orc be a barbarian?

A: See DRAGON® Magazine #103 for additional information on multi-class options omitted from *Unearthed Arcana*. Only humans can be barbarians, though, as stated in the class description.

Q: In the *Oriental Adventures* book, both Table 23 and the description of the yakuza character class state that the ninja has the thief ability to pick pockets. Why are the percentages for this ability not given on Table 24 with the other thieving abilities? Since all the percentages for the other thieving abilities which apply for the monk, ninja, and yakuza character classes were altered slightly, I am not sure whether I can use the *Players Handbook* figures without risking imbalance.

A: Use the "pick pockets" percentages given in the *Players Handbook*.

Q: The monk and the yakuza are not mentioned in Table 56 (Character Proficiencies). What should the entries be for them?

A: The missing data are as follows:

Class	Initial # Prof.	Add Prof./ Level	Non-Prof./ Penalty
Monk	5	1/2	−3
Yakuza	3	1/3	−3

Dungeons & Dragons®

ROLE-PLAYING GAME

Q: In the description of creating lycanthropes in the *Masters Set*, it says that they return to "normal" form when killed. Is this their animal form?

A: No, a lycanthrope's normal form is its human one.

Q: In the *Masters Set*, the description of Turning Undead says that a successful Turning attempt will turn 2d6 HD of undead. But the monsters banshee through lich have more than 12 HD. Is it possible to turn or destroy them?

A: Any Turn or Destroy result affects at least one creature, and possibly more, to a maximum of 12 Hit Dice.

Q: When characters gain skills in additional weapons, can a cleric then gain skill in an edged weapon?

A: No, clerics are limited by the structures of their faith to blunt weapons only.

Q: Can a cleric use any of the shield weapons?

A: No, shield weapons are bladed, and thus unavailable to clerics. Only fighters, thieves and demi-humans may use these weapons.

Q: The D&D® Game *Basic* rules say that humans can do damage only with weapons. But couldn't characters bite, kick, or throw glasses, globs of mud, tables, etc.? Wouldn't those things cause damage?

A: Characters can fight without weapons. See the unarmed combat section of the *Companion Set* for details.

Q: Could a lawful character raise a newly-hatched black dragon to be lawful also?

A: Assuming that the character could successfully feed and care for a young dragon, and that a specialist trainer were available, a character might be able to raise a young dragon to adulthood. But dragon lifespans are so long that the character would be quite old by the time the dragon reached its prime.

Its alignment, however, could be anything. First of all, certain intelligent monsters do have a racial or species propensity toward one alignment, as listed in the monster description. Individuals may be of any alignment; the listed alignment is merely that of most. It is certainly reasonable to assume that environment has a bearing on an individual's outlook.

An individual intelligent creature such as a young dragon should be treated as an NPC, so the DM must decide how it is played. A wise DM would take into account the "natural" alignment of the species, the creature's age, and how it is treated both by its owner and by other humans or demi-humans. A black dragon might become thoroughly lawful, or it might take on lawful tendencies only to turn on its benefactors later, or it might be entirely untrainable. In any case, future exposure to other adults of its own kind might reverse training to some extent. This type of situation is good for long term role-playing development.

Q: Does a character with a low Charisma have to be rude to everyone or treat only selected creatures well, or can it be played normally?

A: Low Charisma indicates that the character is not well-liked by most of society. There could be a variety of reasons for that, including ugliness, rudeness, etc. Such characters sometimes (but not always) end up associating with those dregs of society who are not bothered by such traits, or with adventurers who see and appreciate the character's good points and are able to overlook the bad.

Q: Why does a character that has been seriously injured by a werecreature become an NPC to be played only by the DM?

A: If not cured, the character becomes a werecreature, which is a monster. All monsters are run by the DM.

Q: Since there are demi-human characters, could a centaur or a half-orc be a PC also?

A: Only humans and demi-humans are described in enough detail to be used as PCs. Monsters are not balanced for such use. However, the D&D® game is constructed with the freedom of the individual DM in mind. Expansions and variations are common. (This is the primary difference between this and the AD&D® game, in which variations are severely discouraged.) Good DMs may certainly add new PC races or classs if they are willing to put in the time and effort to develop them and balance them with those given in the published rules. But the result should allow equal chances for progress to all characters, favoring no single race or class.